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**Artists:** Rob Garrard, Paul Bates, Peter Harper, Ian Fullwood, Stuart Wagland, Adam Willis  
**Associate Editor:** Ben Robinson  
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**PHOTO EDITOR, LOS ANGELES:** Larry Nemecek  
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STAR SYSTEMS

# The Guide to the STAR TREK Galaxy

FILE 4

CARD 14

## ORELLIUS



STAR SYSTEMS

The abundant, isolated planet **Orellius** presents one major difficulty to settlers: a **duonetic field** that inhibits the operation of technological devices. For some of the planet's colonists, this obstacle is the key to a different way of life.

**O**rellius is a veritable paradise of a colony world – abundant in naturally growing produce, warm, and verdant. The **Class-M** world orbits an **F-type** star, **Orellius Minor**, at a distance of 160 million kilometers. Its system is located near the **Bajoran wormhole** in the **Alpha Quadrant**, but is relatively isolated, situated away from the main trade routes. This seclusion means that no **Starfleet** vessels survey the system or venture close enough to take sensor readings prior to 2370.

The surface of Orellius is green and fertile. The forests bear an assortment of edible fruits, including one round, yellow variety that tastes much like an Earth pear. The weather appears to be wide-ranging: the middle of the day in the warmer seasons can reach high temperatures, though they are still conducive to humanoid comfort, while the winters can be bitter.

### Flawed paradise

There are imperfections, however, to this Garden of Eden, such as a particular insect that carries a fatal disease, in much the same way as the Earth mosquito transmits malaria.

The streams and marshes that are dotted about the forests contain deposits of the mineral **astatine**. It is this natural property that is widely held responsible for the low-level **duonetic field**

present on the surface of Orellius. The field suppresses electromagnetic (EM) radiation and prevents the operation of any technological equipment. It does not, however, prevent **transporters** in orbiting ships being used to convey crew members to the planet.

The Federation is unaware that there is a human colony on Orellius until 2370, when **Commander Benjamin Sisko** and **Chief of Operations Miles O'Brien** are sent from **Deep Space Nine** to scout for new sites for colonization. They find a flourishing community set up

▶ In 2370, **Commander Sisko** and **Chief Miles O'Brien** beam down to **Orellius** from the **RUNABOUT RIO GRANDE** and discover the rural settlement.

▼ The planet's **duonetic field** inhibits the use of technological devices, blocking even subdiagnostics in **Federation tricorders**.



**Planet** Orellius

**Class** M **Quadrant** Alpha

**Colonists** Humanoid

**Climate** Orellius has a varied climate. The summer sun can be scorching, but the winter temperatures are freezing.

**Surface** The planet's surface is very beautiful and the ground is lush and fertile

**Life Forms** The bird population is quite high, as the forests are always filled with song, while certain insect species are known to carry disease.

**Starship Log** STAR TREK: DEEP SPACE NINE 'Paradise'

### PAIN IN PARADISE

#### Punishment

The apparently idyllic lifestyle on Orellius has been bought at a high cost. The colony is run as an autocracy by **Alixus**. She states that the people follow their hearts rather than her, but she enforces her will with an iron hand. Discipline is harsh in the settlement. Those who break the colony rules – even when the infringement is as minor as the theft of a candle – are punished by being placed in a metal box in the heat of the sun, often for days on end.



▶ **Alixus** is enraged by the **Starfleet officers'** continuing faith in their technology, and **Sisko** is placed in the metal box as punishment for O'Brien's 'sins.' When a parched **Sisko** is released, **Alixus** denies him a glass of water.

▶ **Alixus** rules the **Orellius** community with an iron fist. Any settlers who break the rules she has imposed on their society are placed in a metal box, that sits outside in the burning sunlight.



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# The Guide to the STAR TREK Galaxy

FILE 4

CARD 14

## ORELLIUS



STAR SYSTEMS



STAR SYSTEMS

▼ **Alixus is the self-proclaimed leader of the colony. She advocates a society without technology, and has written several printed pamphlets and tracts outlining her radical beliefs.**



▲ **Miles O'Brien is put to work in the fields alongside former engineer Joseph.**

over 10 years previously, when the **Federation Erewon-class** transport vessel **S.S. Santa Maria BDR-529** made planetfall because of problems with its life support system and became stranded.

The ship was crewed by

colonists, some of them ex-Starfleet personnel, bound for the planet **Gemulon V**. One of their number, **Alixus**, secretly set up the duonetic field in the forest. The colonists thus believe they are marooned and form a community on Orellius.

Over the next decade, the colonists adapt to the loss of technology, enjoying a simpler lifestyle under the leadership of Alixus.

### New start

The **Santa Maria** was stripped bare of materials rendered useless by the planet's duonetic field, and vines and foliage now grow over the hull. Walls have been built around

▲ **Some of the settlers fall prey to the deadly disease carried by an insect on Orellius.**

the village, and everyday tasks are carried out in the settlement's huts.

Lines are strung up to allow washed items to dry. Life on Orellius is simple. The people dress in homemade garments of various rustic colors: browns, greens, and purples. They till the fields, harvest the crops, and gather wild fruits and herbs, carrying supplies and coverings in wooden splints upon their backs. Tools are fashioned and sharpened on stone

## GALAXY FACTS

▶ **The taste of unreplicated food is at first a shock to many of the Orellius settlers.**

▶ **The arrival of Commander Sisko and Chief O'Brien causes great excitement in the community, with people anxious to know about the latest fashions and sporting news.**

▶ **The S.S. Santa Maria forms the core of the settlement; the colonists call it "the cabin."**

wheels, and the bow and arrow is used for hunting.

The colonists believe their way of life makes them more committed to each other. Some took longer to accept the situation than others, but one by one each person was converted to the technology-free ideal advocated by their leader, Alixus, and necessitated by her elaborate deception.

## ENFORCED COLONIZATION

### Alixus's scheme

Commander Sisko and Chief O'Brien eventually discover that Alixus forced the **S.S. Santa Maria** to land on the planet. She also artificially generated the planet's duonetic field with a generator buried in the forest. The absence of technology makes the colonists vulnerable to indoctrination by Alixus. Her faith in natural remedies also leaves them susceptible to a disease carried by one of the indigenous insects, which leads to the deaths of three people. When her plan is revealed, Alixus is taken into custody by the Starfleet officers to answer for the deaths she permitted under her rule. The Orellius colonists are left to make their own decisions about whether they wish to establish contact with the outside world or to continue in their simple, rural lifestyle.



▲ **Alixus sends a female settler to seduce Sisko in the hope that the Starfleet officer will accept he is stranded on Orellius.**

▼ **Joseph helps Sisko and O'Brien expose Alixus's lies, but he still chooses to remain on Orellius. He is not even sure if the colonists will turn off the duonetic field.**



▶ **Sisko learns that the settlement's situation has been engineered by Alixus, who has spent her life studying the human condition, and believes technology undermines modern society.**







THE  
KLINGON  
EMPIRE

# The Guide to the STAR TREK Galaxy

FILE 11

CARD 4



THE  
KLINGON  
EMPIRE

## KLINGON RITUALS

From early childhood until the day they die an honorable death, Klingon warriors are constantly reminded of the blood, pain, and sacrifice that accompanies the glory of battle and victory.

For more than a millennium, the **Klingon** race have lived according to a strict warrior's code. The rituals of modern Klingons can be traced back 1500 years, to the time of **Kahless the Unforgettable**. Kahless founded the **Klingon Empire** by killing the tyrant **Molor**, with a sword forged from a lock of his own hair and preserved in lava from the **Kris'tak** volcano. Kahless called the weapon a **bat'leth**, or "sword of honor." With it, he fought entire armies, skinned the serpent of **Xol**, and slew the guardian of **Gre'thor**, the Klingon underworld. Nearly all of

Klingon mythology, folklore, and ritual begins with Kahless and his view of Klingon honor.

### In honor of Kahless

Kahless is prayed to before battle, studied by clerics, summoned in pain-induced hallucinations, and celebrated in festivals and holidays. The **Klingon Day of Honor** is an annual occasion where warriors compare their accomplishments over the previous year to those of Kahless. Another tradition is the **Kot'baval Festival**, an outdoor celebration of Kahless's victory over Molor.

Klingon males follow the spirit of Kahless as soon as

they are able. A boy is considered a man as soon as he can carry a blade. Not long after, training begins for the **First Rite of Ascension**. The ritual may commence as early as 8 years old, but must be completed by the age of 13, otherwise the boy may never become a true Klingon warrior.

The **Second Rite of Ascension** is usually undertaken at about the age of 15, and tests a warrior's courage and commitment. With family watching, the young man faces a path between two rows of Klingons. Declaring, "Today, I am a warrior. I must show you my heart. I travel the river of blood," the initiate



▲ The brave deeds and legendary conquests of **Kahless the Unforgettable**, founder of the **Klingon Empire**, inspired many of their present-day rituals.



▲ The annual **Kot'baval Festival** celebrates the victory of **Kahless the Unforgettable** over the tyrant **Molor**. This legendary battle is reenacted, and **Klingon warriors** of all ages participate in the festivities.

### DISHONOR OR DEATH

#### Hegh'bat

The **Hegh'bat** is one of the Klingon death rituals reserved for special circumstances. When a warrior can no longer fight, he performs this ritual suicide. The eldest son, or a close friend, brings a ceremonial knife to the warrior, who kills himself by plunging the weapon into his chest. The son or friend removes the knife and wipes it on his sleeve. In 2368, Worf injures his spine and asks his son Alexander to perform the **Hegh'bat** for him. The ritual is not performed as Worf is persuaded to undergo experimental treatment for his injury.

▶ In 2372, Worf is asked by his brother Kurn to assist him in another form of Klingon ritual suicide: the ritual **Mauk-to'Vor**.



▶ When Worf damages his spine he decides he cannot continue to live as a warrior if he is unable to stand and face his enemies. He asks his young son Alexander to perform the **Hegh'bat**.

walks through the gauntlet, while being struck with **painstiks**. As he walks, he has to recite phrases that show his courage and honor. Upon completion of the **Second Rite**, the young man is now considered a Klingon warrior.

#### Order of the Bat'leth

The Klingons consider the life of a warrior to be a worthy one. For those warriors deemed to be among the best, the **Order of the Bat'leth** is the ultimate goal. This group of warriors are regarded as the empire's elite, and are honored for their courage and strength. Members of the order are selected from a list of candidates, and prior to being inducted, they gather in the large **Hall of Warriors** situated on the heavily fortified Klingon





▶ **The First Rite of Ascension** begins with the lighting of the *kor'tova* candle, declaring a young Klingon's intention to become a warrior. The flame represents the fire in a warrior's heart.



▶ When warriors die, Klingons open the eyes of the deceased and howl.



planetoid, **Ty'Gokor**. The warriors take part in an initiation rite, where they must eat, drink, stay awake, and still be clear-eyed by the next morning when the chancellor of the empire arrives to present medals to those Klingons who have been chosen to join the Order.

Even in love, Klingons remain warriors first and foremost. The greatest romance of Klingon history is Kahless's courtship of **Lukara**. After the two of them held off an attack of 500 warriors at **Qam-Chee**,

Lukara agreed to marry Kahless.

In modern times, Klingon courtship begins with one party taking up a warrior's stance and growling. If the offer is acceptable, the other will growl in response and the two shall mate. The courtship ritual continues as both parties grab each other by the neck, declare "My blood," and respond "Our blood." Biting often follows, although the ritual does not formally require it.

The Klingon ritual of marriage can simply be a short declaration known

as the **Klingon Oath**. The ritual solemnizes a Klingon marriage and is completed with the vow, "I am a Klingon." If desired, a more elaborate ceremony can be held. Prior to the marriage, both the bride and groom undergo tests, although of different kinds. The groom embarks on **Kal'Hyah**, or the path of clarity, a four-day ritual attended by his closest friends and male family members, involving six tests – deprivation, blood, pain, sacrifice, anguish, and death.

At the same time,

the bride is evaluated for her commitment, as well as physical and mental discipline, by her future mother-in-law.

### Abrupt divorce

Klingon divorce, in comparison, is often brief and to the point. Typically, one party strikes the other, spits, and declares, "Our marriage is done."

A true Klingon does not fear death. Warriors who die honorably, in combat, join Kahless in **Sto-Vo-Kor**, the Klingon afterlife. The **Klingon Death Ritual**

## GALAXY FACTS

▶ A more romantic Klingon courting ritual involves the female roaring and throwing heavy objects at the male, who reads Klingon poetry, and ducks often.

▶ The **Bre-Nan** ritual requires a Klingon bride to recite the teachings of Kahless while holding heavy braziers in each arm. She then recounts the saga of all the women in the groom's family to her future mother-in-law.

▶ During Klingon weddings, the friends of the groom stand ready to attack the couple once the ceremony is concluded.

▶ Honor can be restored to a Klingon in the **Mauk-to'Vor** ceremony. This is achieved by killing the dishonored warrior with a **Mevak** dagger.

allows a fallen warrior to face death with honor, and with his eyes open. According to the ritual, when a Klingon finds a dead or dying comrade, he must pry his eyes open and stare directly into them. When the warrior expires, all present turn their heads up and howl. This death howl warns the dead that a Klingon warrior is about to arrive. The body is then disposed of in the most efficient manner.

### Ritual suicide

Another death ritual is the **mauk-to'Vor**, a ritual killing that restores honor to a disgraced warrior. It begins with the lighting of **adanji** incense; the dishonored Klingon vows to reclaim his honor in the next life, and is then killed by a companion wielding a **mevak** dagger.

The dead can also be remembered in the **R'uustai** ritual. This ceremony bonds two individuals together as brothers, while commemorating a recently deceased family member.

Klingon society rarely accepts deviation from tradition. To outsiders, a Klingon warrior may seem arrogant, but their pride in tradition and ritual still makes them either a valuable ally, or a formidable adversary.

## The Guide to the STAR TREK Galaxy

FILE 11

CARD 4

### KLINGON RITUALS



THE  
KLINGON  
EMPIRE

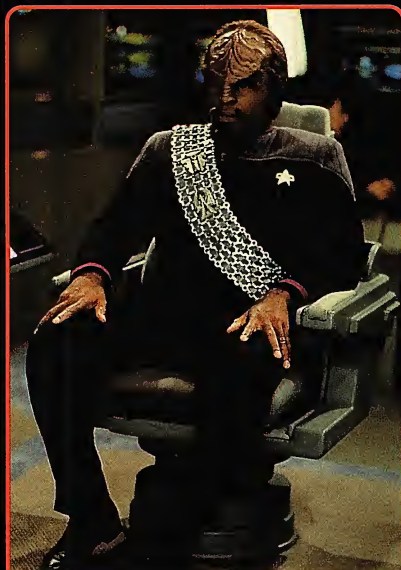


THE  
KLINGON  
EMPIRE

## IN MEMORIUM

### Restoring honor

Klingon rituals can also be conducted on behalf of the dead. In 2375, *Deep Space Nine's* Commander Worf grieves for his wife **Jadzia Dax** after she is murdered by a **Pah-wraith**. The Klingon warrior decides to perform a great feat of courage in her honor, thereby opening the gates of **Sto-Vo-Kor** and allowing her spirit to enter the Klingon afterlife.



▶ On the **ROTARRAN**, Worf performs a ritual ceremony to honor the memory of his late wife, **Jadzia**. By candlelight, he dedicates the mission to her spirit, and pledges that through its great victory she will enter the gates of **Sto-Vo-Kor**, the Klingon afterlife.

▶ Worf leads a mission to blow up the Dominion's **MONAC SHIPYARDS** in memory of his late wife, **Jadzia Dax**.







# The Guide to the STAR TREK Galaxy

FILE 10 CARD 16A

## THE BAJORANS AND THE DAL'ROK



Creatures that come in the night and prey on helpless communities form part of many different folklores. One village on Bajor, however, must contend with a very real monster each year: the Dal'Rok.

**T**he Bajorans are a highly spiritual people, with many legends and fables passed from generation to generation. Some of these folklores are known across the planet; others are localized, with relevance only to a particular community. The latter is the case with the mysterious **Dal'Rok**, a cloud of energy that threatens one particular village at the end of the harvest every year. This phenomenon has apparently never been the subject of scientific

study or scrutiny by higher authorities on Bajor, but to the community held in its thrall it is a monster.

### Real danger

The origin of the Dal'Rok was as fantastic as its present-day manifestations. Many years ago, the people of the isolated village were divided by hate and mistrust; the community was on the verge of destruction. One man – whom local history records as the first **Sirah** – knew that he had to find a way to unite the people. For help, he turned to the Bajoran gods,



the **Prophets** that reside in the **Celestial Temple**.

The first Sirah had in his possession a beautiful gold bracelet, the origin of which is unknown. Set into it was a fragment of one of the **Orbs of the Prophets**, mystical and immensely powerful energy vortices. He used the power of the Orb splinter to give the people's fears and animosities a physical form, and

thus was born the Dal'Rok. This common enemy unified the people and saved the village. The facts of the Dal'Rok's genesis were kept hidden from the population and remain a secret today; the information is passed only from Sirah to Sirah.

### Night terror

The Dal'Rok is hated and feared by the villagers as a terrifying 'creature' that comes by night. It supposedly lives in the woods to the north of the settlement, 'waking' to menace them over five consecutive days at the end of each harvest. At these times, the populace gathers behind their Sirah each night to face the

### United strength

*The Sirah acts as a focus for the villagers' faith. He uses their strength to drive away the Dal'Rok.*

Dal'Rok together, although they mill about in fear and trepidation.

The 'creature' initially manifests itself as a growing tempest, though no atmospheric disturbance registers on advanced sensor equipment such as **Federation tricorders**. In the night sky it takes form as a billowing storm cloud, heaving and roiling and constantly assuming new shapes. The ground shakes and lightning flashes.

The Dal'Rok is not a harmless apparition, however. The cloud mass is capable of 'firing' blue bolts

### RELUCTANT NARRATOR

#### Sirah's apprentice

In 2369, village magistrate Varis Sul sends Federation station *Deep Space Nine* a message that his village is in mortal danger. Chief Miles O'Brien and Dr. Julian Bashir are sent to investigate and arrive on the fourth night of the Dal'Rok's five visitations. They discover that the old Sirah is dying, while Hovath, his apprentice, has lost the confidence of the people, leaving the village at the mercy of the Dal'Rok. The situation is remedied when O'Brien is cunningly named as the new Sirah and proves unsuitable, allowing the apprentice to step in and 'rescue' the village. The situation gives the Starfleet officers a valuable insight into alien belief systems.



▲ Bashir and O'Brien arrive at the village to find the Sirah dying. He nominates O'Brien to be the new storyteller, knowing that Hovath will have to step in and rescue the villagers.



▲ Miles O'Brien does his best to fill the Storyteller's shoes, but unfortunately his talents lie in engineering, and not in public speaking.

### Dwelling place

*According to folklore, the Dal'Rok lives in the northern woods and awakens at the end of each harvest.*



### Central circle

*For the last five nights of every harvest, the villagers converge together in a circle in order to drive off the Dal'Rok.*



## GALAXY FACTS

**The Bajoran village plagued by the Dal'Rok is, in all other respects, free from infections, pollutants, and bacterial contamination.**

**Similar to the manifestation of the Dal'Rok, the Beta XII-A entity draws its strength from the emotions of others, such as hate and rage.**



**A bracelet containing an Orb splinter has been passed down from one Sirah to the next.**

of energy toward the village, shattering rock and knocking hapless onlookers off their feet. These bolts appear to be generated within the cloud, and leave a soaring white trail behind them as they exit the mass. The Dal'Rok can fire a number of these in a short space of time, all in different directions. It is not



THE  
BAJORANS

## The Guide to the STAR TREK Galaxy

FILE 10 CARD 16A

### THE BAJORANS AND THE DAL'ROK



THE  
BAJORANS

**At the first sign of the Dal'Rok's coming, the Sirah encourages the villagers to raise their fists in the air and scream at the approaching cloud.**



**The mysterious storm created by the Dal'Rok does not register on Starfleet tricorders.**



the same, and are intended to make the villagers focus on the power and strength they possess when standing together in unification. A typical speech might run as such: "The Dal'Rok wakes, but we are ready. In the shadow of the night he hungers. With the hatred of the ancients he rages. From the twisted pit of chaos he approaches ... The Dal'Rok's anger is like a wave crashing down on the village. The weight of his fury threatens to crush us all. The Dal'Rok thinks the village is powerless to defend itself, but the Dal'Rok is mistaken. The village is strong, much stronger than the Dal'Rok can ever imagine ..."

### Defeating their hatred

Unaware that the Dal'Rok is a manifestation of their own negative emotions, the assembled throng is whipped into a fierce frenzy, shaking their fists and yelling at the Dal'Rok. The villagers repeat elements of what the Sirah has said, and applaud his fortitude. The tremendous outpouring of energy from the villagers' solidarity takes on a visible form as a blue stream of mental energy. It washes over the crowds like a wave and projects into the amorphous stormy energy cloud above them. Under this assault of positive energy the dark Dal'Rok diminishes gradually, ebbing away to nothingness – until the next time.

known if any deaths have been caused by this, but during the 2369 visitation several people are injured. These bolts leave residual **neutrino** levels in the microstructure of the rocks they strike – the only physical evidence of the Dal'Rok able to be recorded. It nevertheless seems to be very

real, even to outsiders.

Crucial to the repulsion of this 'creature' each year is the village's Sirah, or storyteller.

He stands between the people and the Dal'Rok, and rallies the

villagers to ward off their dark nemesis. The Sirah holds a special position in the people's affections; he is evidently a religious leader of sorts. His distinctive red robes are regarded as sacred, and he is sometimes approached by the villagers to bestow blessings upon them. The Sirah is highly revered and receives generous gifts from the populace, which sometimes include some of the choicest young women the village has to offer. It is not known if he enjoys this status all year round, or only during the seasonal alarm caused by the Dal'Rok's appearances.

### Passed down

The Sirah always takes on an apprentice who studies with him over a number of years before earning the right to wear

his mentor's red robes. The villagers must implicitly trust their Sirah for the process of driving off the Dal'Rok to work. If an apprentice Sirah makes a mistake or loses confidence, it is imperative they win back the trust of the people, as the role they play is one of fortification and encouragement.

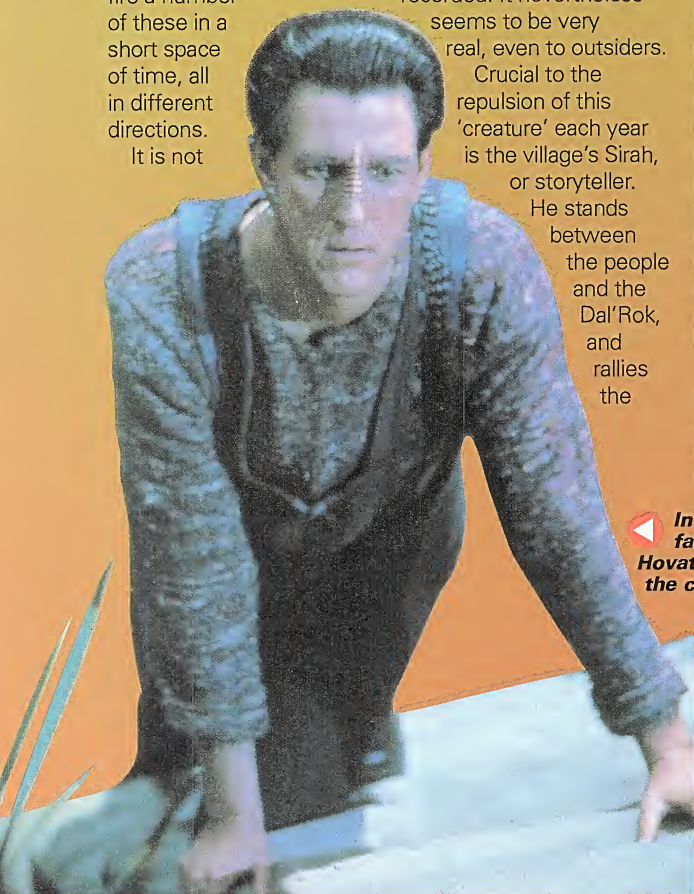
### Encouragement

Wearing the bracelet that contains the Orb fragment, the Sirah inspires courage in the terrified villagers and acts to channel their subconscious energy, which drives away the Dal'Rok.

The Sirah's stirring words form a florid and colorful litany that has been passed down through the generations; the actual phraseology changes, but the sentiments are always

**In 2369, the role of Sirah falls to the apprentice Hovath, who initially fails to win the confidence of the people.**

**The Sirah holds the status of a holy man in the village and wears ceremonial red robes.**





## FILE 37 THE FERengi FLEET

# Quark's Treasure

Quark is overjoyed when his cousin Gaila gives him a *Ferengi Pod*. These versatile, reliable, and highly adaptable vessels are ideally suited to profit-making ventures.

**R**ecent **Ferengi** history has seen the race develop from an insignificant, impulse-only power, to a significant presence in the **Alpha Quadrant**, following their purchase of **warp drive** technology. Consequently, **Ferengi** spacecraft design has developed in order to spread their trading, dealing, and cheating to the very furthest reaches of space. One popularly used vessel is the **Ferengi Pod**. There are two classes of *Ferengi Pod*: the small two-man craft often adapted for scientific and governmental use, or the luxurious three-man craft that accommodates sleeping quarters at the rear.

Utilizing both impulse and warp drive, the *Ferengi Pod* has a rectangular exhaust port set into the flat stern of the ship, which glows blue when activated at sublight speeds. Protruding from the outer rear rim of the hull are a number of raised nodes, and while their function is not immediately clear on the larger *Pod* design, the smaller *Pod* has red flashing lights set into the top nodes at either side of the clearly defined rectangular hatch.

### Angular features

An angled observation window at the front of the ship allows a view out to space from the control area, and the rounded bow has a ridge running along its edge. The underside of the *Pod* is virtually flat, except for a raised funnel-shaped intake that runs from a narrow port underneath the rounded nose, and a wider exhaust at the rear.

Perhaps the most distinctive feature of

the *Ferengi Pod* design are the two forward facing pointed fins attached to the sides of the main hull just forward of the mid-point. Their function remains unclear, but the great use of aerodynamics on these fins may aid atmospheric flight, in conjunction with the comparatively large surface area of the ship's underside. Additionally, the starboard fin clearly carries **Ferengi Alliance** markings on its upper and lower edges.

The *Pod* can take off vertically from a standing position in a positive gravity situation. It is highly maneuverable and able to withstand considerable exterior punishment both in space and within a planetary atmosphere. The *Ferengi Pod*, '*Quark's Treasure*,' owned by **Deep Space Nine's** barkeep **Quark**, protects its occupants over two extremely dangerous journeys through time and an atomic explosion. *Quark's Treasure* is one of the larger class of *Ferengi Pod* and has upgraded systems, more powerful shields, and a plush interior. *Quark's Pod* even has the speed to outrun a **Romulan Interceptor** and the ability to journey half way across the Galaxy without needing a maintenance check. Its hold has the capacity to take more contraband and trade than the smaller *Ferengi Pod*.

The overall performance of the warp capable *Pods* is unspecified, but the larger class has definite recommended warp speed limits. The safe maximum cruising speed can be exceeded, however, by two tenths of a warp factor for quite some time, without incurring any permanent damage to the warp drive.

*Quark's* ship is specifically designed to convey passengers and cargo into atmospheric conditions, and therefore the ship's weight must be balanced accordingly. Monitors show the weight distribution when the impulse engines are engaged. This allows the pilot to move objects around in the hold to even out the distribution, so that the ship is balanced.

### Warning signs

The *Pod* also has a full series of pre-flight checking systems, but if the command sequencer controlling the warp core shutdown is inoperative, the problem can only be identified after warp speed has been engaged. In 2374, this spells danger for the occupants of *Quark's Treasure* while en route to **Starfleet Academy**, Earth. An untimely warning of sabotage comes too late, causing the *Pod* to crashland on Earth in 1947.



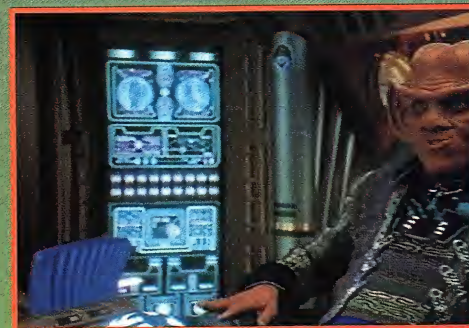
### Passenger craft

The interior of **FERengi PODS** are rather cramped, but the larger class can accommodate additional passengers.



### A gift

The newly-named **QUARK'S TREASURE** sets sail from **DEEP SPACE NINE**, on its maiden voyage to Earth.



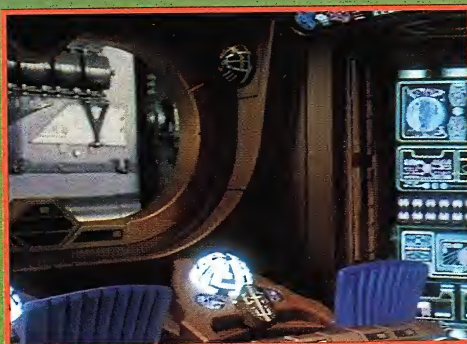
### Smugglers

*Quark* uses the journey to Earth as cover for a smuggling trip to Orion. He has illegal kemacite stored on board the *POD*.



### The engineer

*Quark's* brother **Rom** uses his engineering knowledge to pilot **QUARK'S TREASURE**.



### Navigation systems

The control center of **QUARK'S TREASURE** features a glowing, globe-shaped navigation system.



# Quark's Treasure: Bridge

The bridge of a *Ferengi Pod* is small and compact, but the decor is quite luxurious in comparison to Starfleet's small shuttlecraft.

Stations and monitors are built into the bulkhead.

The bridge controls for navigation are housed in a globe-shaped console, similar to those seen on other Ferengi vessels.

The FERENGI POD features a viewscreen directly at the front of the bridge.

Entry and exit to and from the bridge is made via a circular hatch at the rear of the FERENGI POD bridge.

The command station features a two-step platform upon which rests the captain's chair. Unlike the chairs used by the rest of the crew, the command chair features armrests.

The crew stations in front of the captain consist of a small console and a high-backed chair.





# Dr. Crusher & Drama

The opportunity to follow creative pursuits is considered an essential part of life aboard a 24th-century starship. Away from the sickbay, the bright lights of show business beckon to budding director and playwright Dr. Beverly Crusher.

**B**everly Crusher is a woman of many talents. Not only is she a first class physician and capable commander, but she has creative leanings as well. Aboard the **U.S.S. Enterprise NCC-1701-D**, she becomes a successful amateur drama director.

Beverly's interest in theater first surfaces in 2367. She holds acting workshops that prove beneficial as therapy for shy or withdrawn crew members, helping to draw them out of their shells in friendly surroundings. **Lt. Reginald Barclay** is one such crewman whom Beverly encourages in her acting classes.

These classes lead to small-scale productions,

with Beverly establishing her own little repertory company aboard the *Enterprise*. It is a simple affair, with the actors applying their own makeup, although Beverly does command the services of a small stage crew.

## Ambitious director

In late 2367, Beverly puts on her first production, 'Cyrano de Bergerac', after a rehearsal period of six weeks. It is a play by Edmond Rostand, first performed in 1897, in France, Earth. In the following year, the company tackles 'The Pirates of Penzance', a farcical opérette written by Earth's Sir William Gilbert and Sir Arthur Sullivan and first staged in 1879. This variety reveals Beverly's range as a

## PROFILE OF A THESPIAN

**DIRECTOR'S DEBUT:** 2367: Beverly directs and performs her first production, 'Cyrano de Bergerac', by Edmond Rostand

**OTHER PRODUCTIONS:** 2368: 'The Pirates of Penzance', by Gilbert and Sullivan.

**PLAYWRIGHT:** The doctor also writes and produces two of her own plays: 'Something for Breakfast', in 2369, and 'Frame of Mind', also in 2369.

**REMARKS:** Beverly is a confident director and capable actress. She usually takes everything in her stride and is always ready to prompt her actors on their lines.



▲ Beverly Crusher enjoys playing different roles. She sometimes joins Captain Picard in the Dixon Hill holoprogram, playing one of the detective's associates. The doctor is a good actress, able to subtly alter her voice or manner to become lighter, or more feminine.



director, and her familiarity with many classic text.

Beverly sometimes conducts rehearsals in a darkened space before her acting workshop attendees, to give her performers the benefit of a live audience.

At other times she uses an empty open space free of spectators, with curtains draped along one wall. When rehearsals are not going well, the good doctor can become a little frazzled; she also dislikes other

people offering direction to the actors, preferring to keep to her own vision. She tries to remain calm, however, so she can help her actors overcome their own pre-performance jitters. Beverly believes there is such a thing as over-rehearsal, and seizes opportune moments to call sessions to an end.

## ACTOR, AUTHOR, DIRECTOR

### ★ Shy officer

Beverly's first production of 'Cyrano de Bergerac' stars the shy and retiring Lt. Reginald Barclay.

### ★ Casting

Beverly tries to cast Picard as a butler with only two lines, insisting he would be ideal for the part.



### ★ Patience

Beverly is a patient director; she offers encouragement and appears confident in her work.

## Encouragement

The doctor becomes very involved with the work she is doing, showing genuine emotion when one of her pupils gives an outstanding performance or improves greatly on past work. After a successful production she blows heartfelt kisses to those on stage, and basks in the plaudits of her peers.

Beverly sometimes performs in her own



## Dr. Crusher and Drama



★ **Away mission acting**  
Beverly uses her acting skills when an away team travels back in time to Earth in the 1890's.

★ **Script disaster**  
The script for 'Something for Breakfast' is lost when Data's neural net overwhelms the U.S.S. ENTERPRISE's main computer.

★ **Reluctant actor**

Beverly tries to convince a reluctant Geordi La Forge to play the part of Major General Stanley.

productions, enjoying placing herself in the midst of the action.

Even the *Enterprise's* most senior officers grow nervous when 'Director Crusher' approaches them with a **PADD** in hand. On numerous occasions she cajoles and flatters her colleagues into taking roles in her plays, putting her persuasive nature to full use. She searches out the right people for the right parts. Once the doctor has them fixed in her sights she will not take no for an answer; for instance, she pointedly tells **Lt. Worf** that she has an opening in her workshop. **Commander**



**William T. Riker** is evidently one of Beverly's favorite actors among the crew, taking the lead in two of her productions. The doctor also casts **Lt. Commander Data** as a psychiatrist in 2369, thus abetting his emotional development, and tries hard to convince the reluctant **Chief Engineer Geordi La Forge** to take the part of Major General



"There's such a thing as over-rehearsing, Will. You'll do just fine."

— Beverly to Will Riker

Stanley in 'The Pirates of Penzance'. Beverly is not above trying to persuade even **Captain Jean-Luc Picard** to join in her productions. In late 2369, Picard fears that if Riker pulls out of a 'Crusher production' the tenacious director will come after him to play the lead.

becoming increasingly agitated as the other man suggests he might not be ready and may actually need further treatment.

According to Riker, the play is full of disturbing images, such as people losing their minds and being tortured by doctors. What made Beverly choose such sober material is unclear, though her background as a doctor may have given her inspiration. The basic sets and costumes for 'Frame of Mind' underscore the material's downbeat nature. The rehearsal period is short and intensive, and the play's single performance takes place at 18:00 hours before a packed audience. It receives a standing ovation.

## Lasting impression

The somber material in the play also has a strong impact on its lead actor, Riker. When he is later captured on the planet **Tilonus IV** and subjected to psychological probing, the play becomes integral to the reality his mind creates to keep him sane. For a time the commander is unable to tell the difference between the nightmare of living out the play's narrative, and the reality of his treatment at the hands of the **Tilonians**, though it remains uncertain how much of what he experiences mirrors the events of the play.

Beverly has certainly proved herself as a promising playwright and director during her service on board the *Enterprise*, and no doubt she will continue to receive rave reviews for any future productions.

## THE DANCING DOCTOR

## Tutor

Beverly Crusher is a brilliantly accomplished dancer; she once won a competition at a Saint Louis dance academy. This success earned her the sobriquet "the Dancing Doctor" early in her career. Beverly dislikes the nickname, however, and prefers not to advertise her dancing expertise when serving on board the *U.S.S. Enterprise*. The skills of the 'Dancing Doctor' do come in handy, however, when her fellow officer, **Lt. Commander Data**, asks Beverly to teach him some dance steps for the O'Briens' wedding in 2367. The android student quickly learns to mimic his instructors every move.

▶ **Fast on her feet**

Beverly picks up her nickname the 'Dancing Doctor' after winning a dance competition, but she tries to keep this particular talent out of the spotlight.

▲ **Beverly's influence**

In 2375, **Data** rehearses for 'H.M.S. Pinafore'. Dr. Crusher often stages the work of Gilbert and Sullivan on board the *ENTERPRISE*.

an energy fluctuation in Data's neural net causes a malfunction in the ship's recreational programming file retrieval.

Beverly's second script is altogether darker – an intense play called 'Frame of Mind' concerning the antagonistic relationship between a psychiatric patient and his therapist. In the final scene the patient tries to persuade the psychiatrist that he is ready to take his place in society once more,





# Alexander: Klingon Warrior

The opening of hostilities with the Dominion finally leads Alexander Rozhenko to embrace his Klingon heritage. The son of Commander Worf had previously shown little interest in becoming a warrior.

**A**s a youth aboard the **U.S.S. Enterprise NCC-1701-D**, Alexander Rozhenko, son of **Lt. Commander Worf**, seems

unsure about his future. After refusing to go through the traditional **Rite of Ascension** ceremony, Alexander indicates that he has no desire to be a **Klingon** warrior, much to his father's chagrin. In fact, when a 50-year-old Alexander travels back through time to face his younger self in 2370, he indicates that the boy will stay true to his pacifist leanings and choose the career path of a diplomat.

It is, therefore, curious that several years later, the teenaged Alexander returns

from his home on Earth to join the war against the **Dominion** as a Klingon warrior.

This unlikely reversal begins in 2374, when Alexander leaves the home of his grandparents, **Sergey** and **Helena Rozhenko** on Earth, to enlist in the **Klingon Defense Force**. The Rozhenkos are initially against their grandson's enlistment, but when they realize that the young Klingon is determined to become a warrior, they support his decision and allow him to leave.

Even though he has not attended the **Ogat Academy**, the traditional training ground for Klingon soldiers, Alexander is still accepted into the ranks of the **Klingon Defense Force**

## PROFILE ON A WARRIOR

**CHILDHOOD:** Alexander Rozhenko does not have the most traditional of Klingon upbringings. His mother **H'Elheyr** has no intention of raising her son as a warrior. After her death, the young boy is sent to live with his human grandparents on Earth.

**TROUBLED TEENAGER:** In 2374, Alexander leaves Earth to join the **Klingon Defense Force** in the fight against the **Dominion**. The young warrior initially clashes with his peers and his father, **Worf**.

**YOUNG WARRIOR:** Alexander eventually wins the respect of the **I.K.S. Rotarran** crew, who come to regard the inept warrior as a good luck charm.



▲ Alexander's desire to please means that any mistakes he makes are swiftly forgiven. He is soon accepted among the crew of the **I.K.S. ROTARRAN**.

## FIGHTING FOR A CAUSE



### ★ Object of amusement

Alexander quickly becomes a source of amusement aboard the **ROTARRAN**, and his crewmates take great pleasure in humiliating him at every opportunity.

### ★ Unwilling Klingon

During his time aboard the **U.S.S. ENTERPRISE NCC-1701-D**, Alexander shows no interest in pursuing the lifestyle dictated by his Klingon heritage.



### ★ Fighting for honor

Alexander's pride leads him to engage the much stronger, more experienced Klingon warrior **Ch'targh** in a fight.

as a warrior, due to the heavy strain that the war with the **Dominion** has put on the Klingon military.

### The front line

Alexander travels aboard the **I.K.C. Vor'nach** and is transferred to the **I.K.S. Rotarran** under the command of **General Martok**. He introduces himself to Martok simply as "Alexander Rozhenko" and claims no allegiance to any Klingon house, perhaps a sign that he is not rejecting his human heritage by embracing the Klingon way. When confronted by his father, Alexander is told that **Worf** will expect twice the





## Alexander: Klingon Warrior



performance from him as he would from any other Klingon warrior.

Alexander's first few days aboard the *Rotarran* are not easy. His unease and inexperience as a warrior are readily apparent to the rest of the crew and he is often made the focus of ridicule and harassment. In the *Rotarran* mess hall, Alexander is chastised about his years spent on Earth. He is offered "bland" earth drinks, such as root-beer, by Ch'targh, a fellow warrior aboard the ship. Ch'targh continues to taunt and provoke Alexander, until the young warrior can take no more abuse. He throws a plate of food at Ch'targh, who angrily responds by challenging the inexperienced Alexander to a Klingon knife fight.

Alexander scores a minor victory when he wounds Ch'targh, but he is quickly overpowered. The fight is brought to an end when Worf steps in and prevents Ch'targh from harming his son. Realizing that Alexander's skills as a warrior are lacking, Worf takes it upon himself to train the neophyte warrior.

Alexander's weapons handling proves inadequate against even the most rudimentary attacks, and he and Worf soon fall into a familial argument. It becomes apparent that there are much larger

issues between father and son than simple weapons training. Alexander harbors ill feelings toward Worf for sending him away to live with the Rozhenkos, rather than aboard the *Enterprise*. The young Klingon accuses the *Starfleet* officer of abandoning him, and the rift between father and son deepens.

### Errors and alarms

Alexander is given charge of a forward sensor station on the bridge of the *Rotarran*; during his watch, he sounds the alarm after picking up an incoming *Jem'Hadar* attack. The *Rotarran* takes evasive action, even though the attacking ships remain unseen on any visual sensors. The situation is revealed to be a false alarm when Worf determines that his son failed to erase the battle simulations from the sensor array, and was therefore reading false sensor data.

This mistake causes the bridge crew to enjoy a moment of humor at Alexander's expense, and Worf fears his son will become the "ship's fool." The air of levity quickly dissipates when a real attack on the *Rotarran* occurs.

During this battle, the ship's primary impulse

### ★ Bravery

*Despite his lack of battle experience, Alexander feels compelled to defend his honor when the taunts of his ROTARRAN crewmates become too much.*

### ★ Choices

*Worf initially finds himself at odds with Alexander, but soon comes to accept the fact that his son has chosen his own path in life.*

"All I ask is a chance to prove myself"

— Alexander Rozhenko to General Martok

injector is damaged and Alexander volunteers to go and repair the leak. Unexpectedly, his former adversary, Ch'targh, offers to go with him. When the damage is repaired, Worf goes down to the engineering section, only to find that his son has accidentally triggered an emergency bulkhead, sealing himself inside one of the corridors. After Alexander is released, father and son both see the humor in the situation, and this begins to melt the ice between them.

Alexander and Worf eventually come to an understanding. Worf will stay by his son's side and train him to become a true Klingon warrior, and Alexander, in turn, renew his relationship with his father. Together, Martok,

Worf, and Alexander kindle the flames of the blood oath ceremony, inducting Alexander into the **House of Martok**.

### Lucky charm

Within a short space of time, Alexander earns the respect of the *Rotarran*'s crew, who regard him as something of a "good luck charm." He is pleased to inform his father and **Jadzia Dax** that the more mistakes he makes, the safer his fellow crew members feel. In addition to Alexander's newfound favor with his crewmates, General Martok confides in **Captain Sisko** that he is "a fine boy" who is eager and dedicated, even if he is not "the best soldier" Martok has ever seen.

Following his tour of duty

aboard the *Rotarran*, Alexander, along with many of his crewmates, is transferred to the **Klingon Battlecruiser Ya'Vang**, which took heavy losses in its last encounter with Dominion forces. Within a month of Alexander starting his new assignment aboard the ship, the *Ya'Vang* is scheduled to take part in **Operation Raven's Claw**, an exceedingly hazardous mission. Worf is initially dismayed at this news, but resigns himself to the fact that his son has chosen his own path in life.

Ironically, the events of the Dominion war have served to reunite father and son. In 2374, a proud Worf asks Alexander to be his swordbearer at his wedding to Jadzia. Alexander is so excited to be asked that he accidentally knocks into a waiter carrying a drinks tray.



## A MARRIAGE MADE IN QUARK'S

### A Klingon ceremony

When Alexander informs Lt. Commander Worf and Jadzia Dax of his assignment to the *Ya'Vang*, the couple decide to move their wedding date forward so that the young Klingon can be present. Worf also requests that Alexander be his Tawi'Yan, or 'swordbearer,' effectively the best man. Prior to the wedding, Worf and his closest male friends undergo the Kal'Hyah ritual – the path of clarity – in which they spend four days in a holosuite recreation of an ancestral cavern on Qo'noS. During this time they must complete the six trials of deprivation, blood, pain, sacrifice, anguish, and death. The burning heat of the cavern causes Alexander to pass out; when he regains consciousness, the determined young Klingon reiterates that he wants to complete the ordeal.



### ▲ Hunger

*Alexander is unfamiliar with the Kal'Hyah ritual, and has to be told not to eat the food laid before him.*



### ▲ Weak warrior

*The challenging ritual's combination of intensive heat and strict fasting causes Alexander to pass out. The other Klingons are not so affected.*

### ★ Hazardous post

*Alexander joins the crew of the YA'VANG after his father's wedding. It is a dangerous assignment for even the most experienced Klingon warrior, let alone a youth.*



### ◀ Symbolic

*During the wedding Alexander gives Worf and Dax bat'leths, which the couple use to symbolically demonstrate their unity.*



# Minuet

Commander William T. Riker has always been something of a ladies' man, but in the vivacious and stunning Minuet he finds the woman of his dreams. Unfortunately, a holographic dream is all she turns out to be.

There is little doubt that **holodeck** technology is at the cutting edge of 24th-century **Federation** science and design potential.

Holographic scenarios are capable of incredibly accurate simulations of people and places, so much so as to be virtually indistinguishable from the real thing.

In 2364, however, new upgrades are made by the unusual race, the **Bynars**, to the holodecks of the **U.S.S. Enterprise NCC-1701-D**. These aliens take the starship's sophisticated holo-technology a stage further and design a holographic character that can interact with living participants. Their

creation can converse on a more personal level outside of the confines of a predictable, set narrative. From such scientific evolution, the unique, charming persona of **Minuet** is born within a strikingly beautiful human form.

## Almost real

When Minuet is first encountered by **Commander William T. Riker**, first officer of the **U.S.S. Enterprise**, she sits alone in a holographic representation of a Bourbon Street Bar in New Orleans, circa 1958. Her features are a touch feline, light but not delicate, and she exudes a sultry reserve and appeal. Minuet's manner is confident and precise, yet relaxed. Her immaculate

## UNIQUE CREATION



### ★ Deception

The Bynars' homeworld is in crisis when its planetary computer system crashes. Minuet is created as a diversion to help them steal the **U.S.S. ENTERPRISE** and repair their planet's computer.



### ★ The setting

Will Riker is introduced to Minuet in the holographic simulation of a 1958 jazz bar in New Orleans. The atmosphere is smoky and relaxed.

## PROFILE ON MINUET

**NAME:** Minuet

**LIFE FORM:** Holodeck character

**STATUS:** Interactive holocharacter, no longer operational

**CREATORS:** The Bynars

**BECAME OPERATIONAL:** 2364

**FUNCTION:** Minuet is created to distract Commander Riker, while her programmers, the Bynars, hijack the **U.S.S. Enterprise**.

**FIRST SEEN:** '11001001' [TNG]

**LAST SEEN:** 'Future Imperfect' [TNG]



▲ The holographic character of Minuet is unique. She behaves in the same manner as a real person, expressing her own opinions and often taking the lead in a situation. The Bynars' creation is even aware of the fact that she is a holocharacter.



"What's a knockout like you, doing in a computer-generated gin joint like this?"  
— Riker to Minuet

### ★ Captivating

Riker is immediately captivated with the Bynars' holographic creation. Minuet is also specifically designed to respond to the first officer.

brown hair is swept back to her shoulders, and she wears a low cut strapless red dress accessorized with diamond jewelry sparkling at her neck, wrist, and hip. She speaks with a slight accent.

Riker is immediately captivated by this gracious holographic audience of one for his impromptu jazz session in **Holodeck 4**. He tells Minuet that her scent and touch are just like those of a real woman, and moments later he discovers

that her kiss approximates the genuine article as well. The holographic character gives the commander her complete attention – she addresses him as Will, and tells him that she has been waiting for him. She playfully says that she likes all kinds of jazz except Dixieland – as you can't dance to it – and later asks Riker to join her on the dance floor.

### Interactive program

Much more than being a simple adornment, Minuet proves to be a rounded character, able to become involved articulately in a conversation. It is this that really distinguishes her from previous holodeck creations, other than those

based on real people. She offers suggestions and observations of her own, generating and interacting in conversation rather than simply responding to it. She is able to adapt to different people and situations, comfortably proposing that **Captain Jean-Luc Picard** join them for a drink when he visits the jazz holoprogram. Minuet even amazes the captain by speaking to him fluently in his native French tongue.

Most unusual is the fact that Minuet is aware she is a hologram; she informs Picard that when she heard his name she simply accessed the *Enterprise's* foreign language database to speak French. Additionally, she seems almost

## OTHER CARDS IN THIS FILE...

- 1 THE HOLOGRAPHIC DOCTOR
- 2 PROFESSOR MORIARTY
- 3 THE DIXON HILL PROGRAM
- 5 DATA'S POKER PARTNERS
- 6 REG BARCLAY'S CREATIONS
- 7 VIC FONTAINE

## SEE OTHER FILES...

SYSTEMS .....File 59

STAR TREK: THE

NEXT GENERATION .....File 69



## Minuet



## ★ Jazz fan

**Will Riker is delighted to have the charming Minuet listen to him playing the trombone.**

intuitive, leading Picard to speculate that as computers make decisions based on input, the holocharacter's 'empathy' must derive from the multitude of subtle signs by which humans communicate their emotions.

Minuet also appears to know a great deal about the *Enterprise's* first officer. She knows that Riker's work "consumes and enthalls" him, and she even speculates that his happiness is a result of the mood set by the captain aboard ship. Minuet even shares the same interests as Riker, and both compliments and challenges him. These qualities appeal to the commander and makes the holographic woman appear to be a dream partner. This is Minuet's *raison d'être*.

## True intentions

Minuet, however, has been created to fulfil a hidden agenda. Her programmers, the Bynars, are so interconnected with the master computer on their homeworld that their thought processes have become modeled along the same binary lines. When their home system's star, **Beta Magellan**, goes supernova, however, their planetary computer system is badly damaged. The race hope that they can steal the *Enterprise* and use the starship's computers to restart their own computer system. To keep their true agenda secret, they specifically tailor Minuet to appeal to Riker, when his interest in the character becomes evident, and



## ★ Taking the lead

**Minuet's programming allows her to act on her own initiative. She first asks Riker to dance with her.**

keep him occupied while they hijack the *Enterprise*.

In assisting her creators to carry out this plan, Minuet is at first subtle and then more forceful in persuading Riker, and later Captain Picard, to stay. She uses feminine wiles, the offer of a dance, and even puts her arm out to physically prevent the two officers from leaving the holodeck. She starts to plead, insisting that they cannot go yet. This is perhaps a small behavioural flaw in Minuet's programming, as the human officers become immediately suspicious of her behavior.

## The finer details

When her deception is discovered, Minuet appears genuinely crestfallen. Her manner changes: she becomes less flirty, more matter of fact as she relays to Picard and Riker the information they need to assist the Bynars, following the crisis on the race's homeworld. Even now, however, her detailing of what must be done is couched in familiar terms. When she asks Riker to help the Bynars, she again calls him "Will" and adds the word "please" meaningfully.

The commander believes that he could develop genuine feelings for Minuet, as much as he could for a real woman. He is greatly saddened when the crisis is over and he returns to the holodeck to find Minuet gone along with the Bynars. Variations on the character can be created, but none have the special vitality and appeal of the woman Riker got to know. He admits he will find Minuet hard to forget.

Will Riker's feelings for Minuet are perhaps stronger than he himself first realizes. Events three years after their meeting reveal that he is still "quite



## ★ Fascinating

**Both Commander Riker and Captain Picard find Minuet's interactive character fascinating.**

passionate" about this holographic woman with whom he flirted for less than an hour. The alien **Barash** probes the commander's memories to create a fantasy world convincing enough to detain Riker on his lonely planet. Barash makes a vital mistake, however, by choosing the potent memory of Minuet to portray Riker's supposed future wife. This error reveals to Riker that he is in an illusion.

In Barash's scenario, 'Min' – a diminutive of Minuet – took over from **Deanna Troi** as counselor aboard the *Enterprise*. She died in a shuttle accident two years before the start of Barash's future scenario, which is set in 2383. His recreation of Deanna describes Min as "beautiful, strong, intelligent, patient" – everything that Riker himself must remember Minuet as being. Her character, as seen in old visual recordings, is more cheerful and animated than the teasing, sultry Minuet encountered by Riker.

## Memory to cherish

Riker retains strong feelings for Minuet – as Captain Picard points out, love always begins with the illusion being more real than the person. The tragedy of Minuet, however, is that she is sadly destined to remain an illusion briefly brought to stunning life on Holodeck 4. She will always be a cherished memory for Riker.

## RIKER'S CHOICE

## Other Minuets

The *U.S.S. Enterprise* holodeck computer creates a couple of appearances for Minuet before settling on the final 'model.' The first is a seductive-looking blonde, but Riker points out that jazz and blondes seldom go together. The second attempt has bigger, redder hair, but at Riker's request for something more sultry, the final version of Minuet is born. When the essence of her character is lost with the departure of the Bynars from the *Enterprise*, Riker is disappointed to find that Minuet's character is changed yet again. The new hologram's vacant stare lacks everything that made Minuet what she was.



## ▲ The blonde

**When Commander Riker is first introduced to the Bynars' holographic character, Minuet, she appears as a blonde. The first officer points out, however, that blondes and jazz rarely go together.**



## ▲ The red head

**The second version the computer creates of Minuet is a beautiful redhead, but Riker asks for a more sultry appearance.**

## ▶ Two dimensional

**When the Bynars leave the ENTERPRISE, Minuet's program is lost. She is replaced by a more two dimensional holocharacter.**



## ★ Future family

**In a false vision of the future, the alien Barash uses Riker's memories of Minuet to create his wife 'Min.'**



# Biobeds 2260's

Doctors in the 23rd century are aided in their assessment of a patient's condition by **medical diagnostic biobeds**. These are equipped with monitors that continually display useful biodata such as the patient's respiration, heartbeat, or neural activity.

**T**he **medical diagnostic bed**, or "**biobed**," automatically collects and reports a patient's vital signs without disturbing the sick and injured.

The biobeds seen in **Constitution**-class ships in 2266 consist of three components. The first is simply a comfortable, flat surface where patients rest while a doctor attends to their diagnosis. The second part is a cone-shaped sensor, attached to the bulkhead directly above the bed, that captures patient biofunction information. The third component converts the raw biodata into a meaningful array on a panel affixed to the same bulkhead.

This informational display panel is the biobed's most important feature. At a glance, the medical practitioner can see the patient's respiration, pulse, blood pressure, neural activity, level of pain, and more. If the panel's audio system is active, data such as the patient's heartbeat is heard as well as seen.

## Health indicators

The display panel contains six red vertical lines, bisected by horizontal lines spaced in increments. Each line charts a different bio-neural measurement, and an indicator arrow rises up and down along each line to reflect the current reading. In the middle of each line, a green section denotes a normal, or desired, state. The more arrows resting in the green zones, the better the patient's condition. Red lights in the center of the panel's display flash to the rhythm of the patient's respiration and pulse.

On the lower left edge of each panel are the device's on and off switches. This is also where the audio on/off option is selected.

Starships such as the **U.S.S. Enterprise NCC-1701** have three styles of biobeds. The first two types are used in the examination-operating room, the third in the recovery-convalescent ward. All three styles are designed for human

beings, since **Starfleet** ships of this era carry few non-human crew members.

The workhorse biobeds are the primary and secondary biobeds in the examination room. Both these biobeds are upholstered in easily-cleaned, nonporous black material, while the primary bed also sports a built-in pillow for patient comfort. This latter bed is used to receive seriously ill or injured crew members for surgery, and the more unpleasant task of postmortem.

The primary biobed unit has a

wide, weighted base so that the table portion can be safely tipped vertically. The patient steps on the bed's foot rest and leans back while the physician carefully lowers the bed to a horizontal position and locks it into place. During routine examinations crew members often skip this process and just hop onto the bed. At other times, such as during the Robbani dermal-optic test, the biobed remains in the upright position.

The primary biobed can also be fitted with a portable surgical



Medical diagnostic biobeds monitor a patient's condition while they recuperate in comfort.



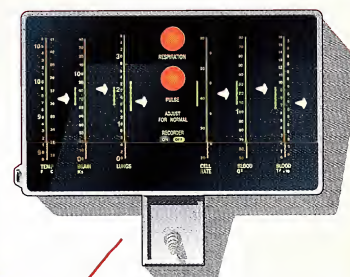
The recovery biobed library terminal is controlled via a handheld remote device.

support frame, which fits laterally over the patient. One side of the frame is covered with toggle switches and lights that control the frame's many functions, including a

## RECOVERY BIOBED

The recovery biobeds are fitted with a backboard, which features the biodisplay panel.

Recovery beds feature a library terminal on a metallic arm.



A biofunction sensor and display panel monitors and shows a patient's condition.

Features such as a pillow and foot rest help the patient to relax.

**B**edding Until around 2264, recovery bedding consists of simple white sheets and blankets. Shortly thereafter, this is replaced with the red fabric seen on crew beds and elsewhere on the **U.S.S. Enterprise NCC-1701**.



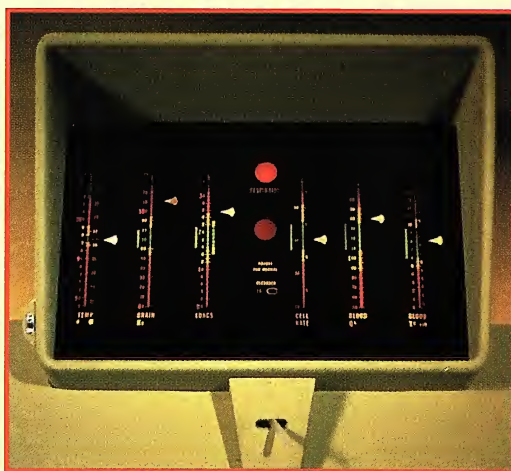
# Biobeds 2260's

sterile field generator and cardio stimulator. The other side of this surgical support device is open, and literally frames the surgical field.

The secondary biobed is a simple, waist-high, padded table with two vertical white hand grips. Unlike the other beds, it is not placed directly beneath a display panel. A pair of rectangular foot pumps for physical exams are placed above instead, and the bio-data generated during the exam is passed to a computer system installed to the left of the bed. This biobed is also pressed into service when more than one emergency patient needs attention. In 2267, **First Officer Spock** rests here while donating blood during his father's heart surgery.

## Recovery beds

After initial diagnosis and treatment, patients are moved from the examination room to one of the four recovery biobeds installed in the convalescent ward next door. These are stationary and resemble normal beds. The frame of the bed is metallic gray, and



◀ The biodisplay panel reveals vital information in visual and audio form.

▶ Workhorse biobeds are used for crew examinations and other routine tests.

each unit has a built-in backboard and upraised footboard. Each of these beds are also equipped with the requisite biofunction sensor and display panel.

Recovering patients find boredom their biggest enemy. To provide entertainment, each recovery biobed has an adjustable terminal resting at the end of a metallic arm; the patient can insert library tapes into this arm and read during recuperation.

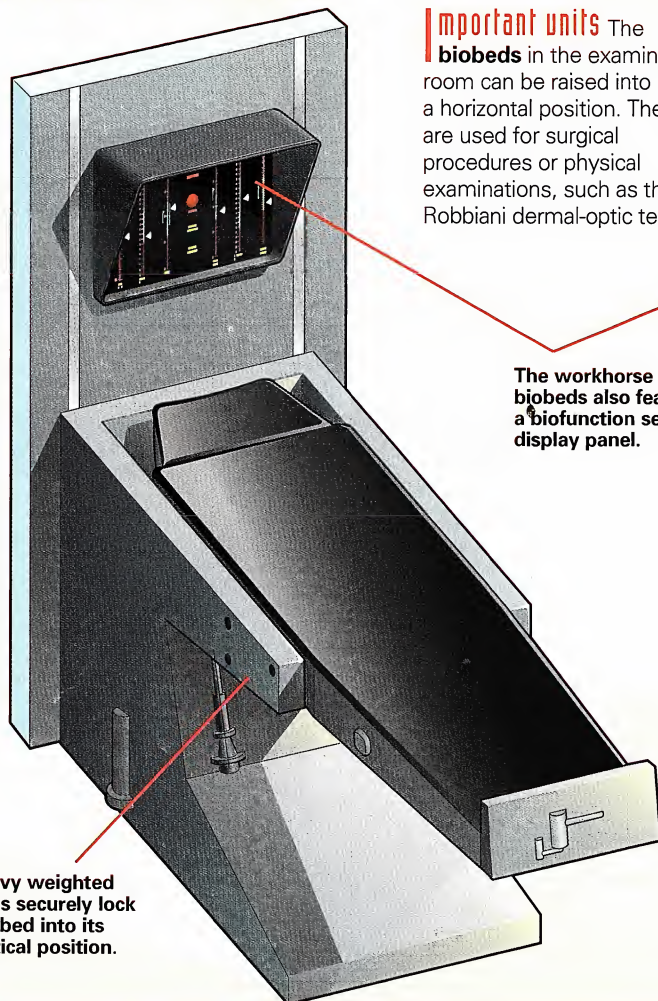
When necessary, restraints can be added to recovery biobeds, ruling out self-injury or protecting others from the patient. The restraining belts, made of black reinforced fabric, fit around the upper arms and across both legs.

As helpful as biobeds are, when the display panel arrows drop and the pulse and respiration indicators darken, they remind doctors that advanced technology cannot always cheat death.



▶ Biobeds on the original U.S.S. ENTERPRISE are not designed for non-humanoid body shapes.

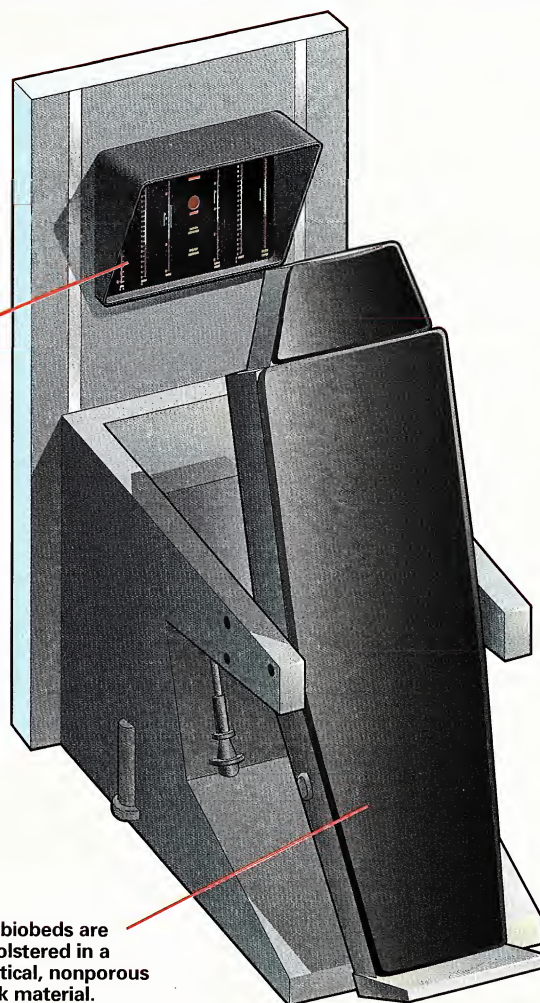
## WORKHORSE BIOBEDS



**Important units** The biobeds in the examination room can be raised into a horizontal position. They are used for surgical procedures or physical examinations, such as the Robbani dermal-optic test.

The workhorse biobeds also feature a biofunction sensor display panel.

Heavy weighted arms securely lock the bed into its vertical position.



The biobeds are upholstered in a practical, nonporous black material.





# 'A Matter of Time'

The *U.S.S. Enterprise NCC-1701-D* is visited by Berlinghoff Rasmussen, a time traveler who claims to be from the 26th century. Captain Jean-Luc Picard asks Rasmussen to help him solve the environmental problems threatening the planet Penthara IV.

## CAPTAIN'S LOG STARDATE: 45349.1

"The *ENTERPRISE* is on its way to Penthara IV, where a Type C asteroid has struck an unpopulated continent. The resulting dust cloud could very well create a phenomenon not unlike the nuclear winters of 21st-century Earth."

**E**n route to **Penthara IV**, the *U.S.S. Enterprise NCC-1701-D* crew encounter a mysterious **Time Travel Pod** piloted by **Professor Berlinghoff Rasmussen**. The professor claims to be an historian from the 26th century; he has brought with him a detailed questionnaire for the senior officers to answer. Rasmussen refrains from dropping any hints about life in the future, despite the crew's interest and skepticism.

**Captain Jean-Luc Picard** has more on his mind than Rasmussen's credibility. **Penthara IV** has been badly damaged by an asteroid, and is now on the brink of an environmental catastrophe. **Chief Engineer Geordi La Forge** assists scientist **Hal Moseley** in an effort to save the planet.

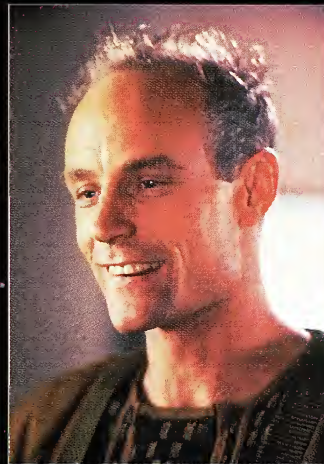
La Forge's initial plan only hastens **Penthara IV**'s collapse, so the engineer presents Picard with an alternative solution that will either restore the world to normal or else kill every living thing on it. The captain asks the time traveler for advice, but Rasmussen refuses to interfere with the course of history, leaving Picard to make the difficult choice between action and inaction. He finally orders Geordi to proceed, and his decision is vindicated when the **Penthara IV** atmosphere slowly starts to recover.

## Lost property

The senior crew have noticed that a number of their possessions have recently gone missing; Picard insists on searching the **Time Travel Pod** when Rasmussen prepares to depart the *Enterprise*. The professor does not have much time before his ship vanishes from the 24th century, but he allows Data to inspect the *Pod*. Inside, Rasmussen admits he is actually a 22nd-century inventor who purloined the *Pod* from a genuine time traveler. He visited the *Enterprise* solely to steal advanced technology which he could then 'create' back in his own century.

Rasmussen tries to fire a stolen **phaser** at the android officer, but is dismayed to find that Picard has already deactivated the weapon. Data is able to overpower his foe, and moments before the **Time Travel Pod** disappears, **Lt. Worf** escorts Rasmussen off to a detention cell.

## ON SCREEN...



**1** The *U.S.S. ENTERPRISE* is boarded by Professor Berlinghoff Rasmussen, an historian eager to study life on a 24th-century starship. Rasmussen claims to have come from the 26th century in a **TIME TRAVEL POD**.



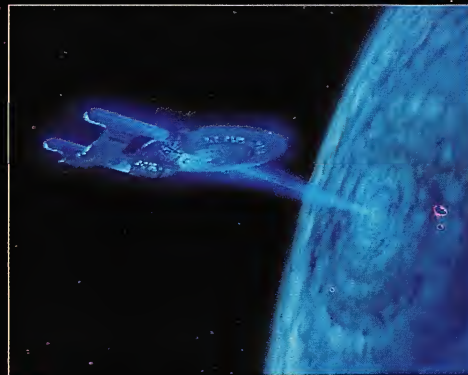
**2** The *ENTERPRISE* travels to the planet **Penthara IV** in order to help reverse terrible environmental damage caused by a recent asteroid collision.



**3** Many of the *ENTERPRISE*'s officers are fascinated by the irrepressible Rasmussen, but he reminds them that he can say nothing about life in the 26th century.



**4** Captain Picard is unsure if he should take preventative action to save **Penthara IV**. Rasmussen refuses to say anything that will alter the course of history.



**5** Picard approves La Forge's new plan to reverse conditions on **Penthara IV**, and the *ENTERPRISE* successfully carries out the high-risk operation.



**6** Inside the **TIME TRAVEL POD**, Data discovers the truth about Rasmussen. The 22nd-century inventor is overpowered by Data and placed in a detention cell.

## STARSHIP FACTS

Rasmussen inaccurately calls Data the Model T Ford of androids.





# 'New Ground'

Alexander Rozhenko returns to live with his father, Lt. Worf, on the *U.S.S. Enterprise NCC-1701-D*. The young Klingon's feelings of abandonment only complicate an already awkward father-son relationship.

The crew of the *U.S.S. Enterprise NCC-1701-D* help to test the **soliton wave**, an alternative to warp technology developed by **Dr. Ja'Dar**, from the planet **Bilana III**. At the same time, **Lt. Worf's** adoptive human mother **Helena Rozhenko** – and his son, **Alexander Rozhenko** – beam onto the *Enterprise* from the transport vessel **S.S. Milan**. Helena gently explains the reason for this surprise visit; she and her husband **Sergey Rozhenko** are getting on in years, and they can no longer cope with Alexander's misbehaviour. The couple want the young **Klingon** to come and live with his father aboard the *Enterprise*.

Worf reluctantly accepts his parental responsibilities, and enrolls Alexander in **Ms. Kyle's** primary school class. When the teacher subsequently accuses Alexander of disruptive behavior, lying, and stealing, Worf angrily threatens to send his son away to a strict Klingon school where he will learn the true meaning of honor and honesty.

**Counselor Deanna Troi** politely suggests to Worf that sending Alexander away again will only intensify the boy's feelings of abandonment. Feeling unloved and unwanted, Alexander seeks solace in the company of two endangered **Corvan gilvos** temporarily housed on the *Enterprise*.

## Failed experiment

Meanwhile, the soliton wave is launched, sending a test vessel flying through space. At first the experiment goes according to plan, but then the wave inexplicably starts to increase in power, destroying the unmanned test ship and threatening to impact on **Lemma II**. The *Enterprise* has to fly through the wave in order to dissipate it – the starship incurs heavy damage during this maneuver, and Alexander is knocked unconscious in the process. **Commander Will Riker** and Worf manage to rescue the child from a terrible onboard fire.

The crew create a backfire effect that successfully extinguishes the wave. Afterward Worf realizes just how much he would miss Alexander if he were gone, and so resolves to keep his son with him on the *Enterprise*.

## STARSHIP FACTS



Gilvos inhabit the rainforests on Corvan II. By 2368, only 14 of the creatures are still known to exist.

## CAPTAIN'S LOG

STARDATE: 45376.3

"We are approaching the planet Bilana III, where a new method of propulsion, known as the soliton wave, is being developed. The *ENTERPRISE* has been asked to participate in one of the first tests of this new technology."

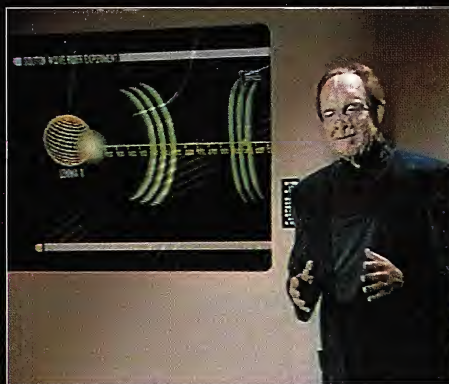
## ON SCREEN...



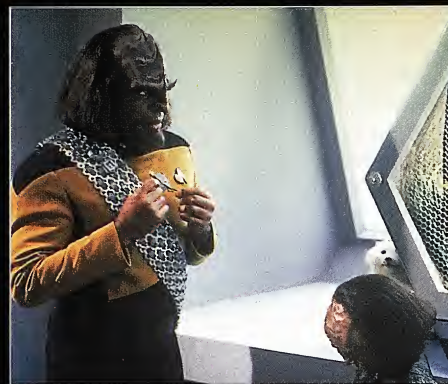
**1** Helena Rozhenko visits Worf and asks him to finally take charge of his son Alexander's upbringing. The Rozhenkos can no longer cope with their adoptive grandson's unruly behavior.



**2** Worf believes Alexander needs some discipline in his life, so he enrolls the boy in Ms. Kyle's primary school class. The Klingon officer is embarrassed when he fails to recall Alexander's date of birth.



**3** Dr. Ja'Dar explains the theory behind the soliton wave experiment to the *ENTERPRISE* crew. A small, unpiloted test vessel will 'ride' the wave like a surfboard.



**4** Ms. Kyle catches Alexander stealing, much to his father's dismay. Worf soon announces his intention to send Alexander away to a strict Klingon school.



**5** The test vessel is destroyed when the soliton wave's power inexplicably increases. The *ENTERPRISE* crew eventually succeed in dispersing the wave.



**6** Riker and Worf rescue Alexander from a burning science lab. The accident convinces Worf that he wants his son to stay with him on the *ENTERPRISE*.





# 'A Call To Arms'

When Captain Benjamin Sisko orders the mining of the Bajoran wormhole, war finally breaks out between the Federation and the Dominion. Space station *Deep Space Nine* swiftly becomes the focal point in the conflict.

The threat of war between the Federation and the Dominion affects many of the inhabitants on station *Deep Space Nine*. Keiko O'Brien returns to the safety of Earth with her two children, while Jake Sisko becomes a correspondent for the *Starfleet News Service*.

Jem'Hadar ships continue to pour through the Bajoran wormhole, toward their new allies on Cardassia. Starfleet Intelligence confirm that the Romulans have signed a nonaggression treaty with the Dominion – the Bajorans are considering doing the same.

Captain Sisko and Starfleet Command agree that no more Dominion ships can be allowed into the Alpha Quadrant, and a decision is taken to mine the entrance to the wormhole. Lt. Commander Jadzia Dax and Chief of Operations Miles O'Brien seize on Rom's suggestion of using self-replicating mines for the operation. The *U.S.S. Defiant NX-74205* has to carry out the mission on its own, as Starfleet reinforcements are needed elsewhere. The ship is unable to cloak or raise shields for the duration of the work, making itself an inviting target for the Dominion fleet.

## Final warning

Weyoun, the Dominion's Vorta representative, requests an audience with Sisko. The clone warns that unless the mines are immediately removed from the wormhole, the Dominion will be forced to seize the station. Sisko insists that he cannot allow any more Jem'Hadar reinforcements to arrive from the Gamma Quadrant.

When Weyoun departs, Sisko and his allies brace themselves for a potentially devastating engagement with a combined Cardassian and Jem'Hadar fleet. Klingon representative General Martok takes the *I.K.S. Rotarran* out to the Cardassian border, in order to give Sisko early warning of any Dominion activity. Dr. Julian Bashir prepares the station's infirmary for heavy casualties. Lt. Commander Worf attends to the weapons array and supervises military assignments. Finally, Captain Sisko asks Major Kira to arrange an urgent meeting with the council of ministers. He has come to believe that the Bajorans must sign the Dominion's nonaggression pact. The

## CAPTAIN'S LOG

STARDATE: 50975.2

"The next Jem'Hadar convoy is due in five days, but our efforts to mine the wormhole have already provoked a response from the Dominion, who have sent their Vorta ambassador Weyoun to speak with me."

## ON SCREEN...



1 Rom and Leeta refuse to let the threat of war overshadow their wedding preparations. Captain Sisko agrees to conduct the ceremony in his role as Emissary.



2 Major Kira has finally learned that Odo is in love with her, but the two officers decide to put affairs of the heart on hold until the war is finished or averted.



3 Lt. Commander Jadzia Dax and Chief of Operations Miles O'Brien latch onto Rom's suggestion of using self-replicating mines to close off the Bajoran wormhole.



4 Weyoun tries to lull Sisko into a false sense of security, but the captain knows full well that both sides have passed the point of no return, making war inevitable.



5 General Martok agrees to take his ship, the *I.K.S. ROTARRAN*, to the Cardassian border so that he can give Sisko early warning of any hostile activity.



6 Kira arranges a meeting between Sisko and Bajor's council of ministers. The Emissary believes the Bajorans should sign a non-aggression pact with the Dominion.





## 'A Call To Arms'

Federation can no longer guarantee the safety of **Bajor**. The treaty may be the only way of preserving everything that Sisko and Kira have fought so hard to achieve in the last five years. The council of ministers follow the **Emissary's** advice and sign the nonaggression treaty. **First Minister Shakaar** instructs all Bajoran personnel to leave *Deep Space Nine*.

General Martok sends word back to Sisko that a large Dominion force will reach the station within the hour. **Gul Dukat** breaks into the transmission and gives Sisko one last chance to surrender. Unsurprisingly, the captain ignores Dukat's offer. Meanwhile, on the *Defiant*, Dax and O'Brien struggle to complete the mine network in time.

A large, menacing fleet of Cardassian and Jem'Hadar ships draws close to the station. Worf activates the weapons array, and Major Kira makes a point of officially protesting Sisko's decision not to hand over control of the station to the Bajorans. She then proudly reports for duty in Ops.

### The start of war

Rapid **phaser** fire and a volley of **photon torpedoes** signal the start of hostilities. Dominion vessels pounce on the out-numbered forces defending *Deep Space Nine*, but the station's shields hold firm. Gul Dukat orders the invasion fleet to concentrate their firepower on Section 17 of the station's outer docking ring.

General Martok returns from the border at just the right moment to save the *Defiant* from a Jem'Hadar attack, thereby buying its crew enough time to complete their task. As soon as the minefield is activated, a horrified Weyoun realizes there will be no more Dominion reinforcements arriving in the immediate future.

The Dominion fleet regroups, prior to a final assault on *Deep Space Nine*, while the remaining Starfleet officers prepare to board the *Defiant* and flee the station.

Sisko finally has some good news for his beleaguered party: during the attack on the station, a Starfleet-Klingon taskforce entered Cardassian space and destroyed the Dominion shipyards on **Torros III**. The captain, **Ensign Nog**, and **Garak** sadly leave behind their home and join the crew of the *Defiant*. The cloaked Starfleet vessel flies side-by-side with the *Rotarran*, through the Dominion fleet and on to a rendezvous with the Federation-Klingon taskforce.

As soon as all the Starfleet officers are

gone, Kira initiates **Sisko program 197**, a computer sequence that burns out all of the station's systems. She then formally welcomes Weyoun and Dukat onto *Deep Space Nine* – or **Terok Nor**, as the Cardassians insist it now be called.

Gul Dukat heads straight for his old

office overlooking Ops. The Cardassian knows his first priority must be to dismantle the wormhole minefield, but he takes a moment to hold in his hands the baseball left behind by Sisko. Dukat is well aware that the object stands as a warning to the Dominion – Sisko will return ...

### ON SCREEN...



**7** In recent months, Gul Dukat's half-Bajoran daughter Ziyal and Garak have grown close, but the tailor feels he must remain behind on **DEEP SPACE NINE**.



**8** Sisko somehow finds the time to marry Rom and Leeta. As soon as the ceremony is concluded Rom convinces his new bride to leave the station.



**9** Odo and Garak stand on the deserted Promenade watching for the first sign of danger. Garak admits he once spurned the chance to kill Gul Dukat – a decision that everyone may soon regret.



**10** Gul Dukat and Legate Damar see the regaining of the station as a prelude to the Cardassian conquest of Bajor. Weyoun reminds his partners that the Founders intend to honor all their agreements.



**11** Worf has been assigned to the **I.K.S. ROTARRAN**. Jadzia promises to marry her Klingon partner when the war is over, giving them both an incentive to survive.



**12** As Gul Dukat reclaims his old office in Ops, he realizes that Sisko intends to return. The captain has left behind his baseball on his desk.

### STARSHIP FACTS

**A** The Tholians and the Miradorn both sign nonaggression treaties with the Dominion.

**A** Quark plans to stay open for business whatever happens. He stocks up on wrappages of yamok sauce in advance of the Cardassians reclaiming *Deep Space Nine*.





# R

## RCS drift-mode

The Reaction Control System, or RCS, provides sublight propulsion for starships. It is primarily used for delicate docking procedures. In 2371, **Captain Janeway** ordered the **U.S.S. Voyager NCC-74656** to adopt the RCS drift-mode in order to travel slowly through an immense alien life form. (*Starship Log: 'The Cloud' [VOY]*) **SEE FILE 71**

## RF power conduit

This channel carries the power source for radio-frequency communications. In 2370, a cracked RF power conduit on **Deep Space Nine** made it impossible for ships to dock at the upper pylons. (*Starship Log: 'Whispers' [DS9]*) **SEE FILE 70**

## RVN

SEE: **rybo-viroxic-nucleic structure**

## R'cho, M'Kota

The first, and only, **Klingon** athlete to participate in professional **Parrises Squares**. In the 2342 championship finals, R'cho strangled a referee who made a questionable penalty call against his team. (*Starship Log: 'Year of Hell', Part II [VOY]*) **SEE FILE 71**

## R'Mor, Telek

**Romulan** astrophysicist on a deep-space mission. In 2349, R'Mor and **Captain Janeway** spoke via a timewarping micro-wormhole. He promised to convey messages to the loved ones of **U.S.S. Voyager** crew members in 2371. R'Mor died in 2367, before he could fulfill this promise. (*Starship Log: 'Eye of the Needle' [VOY]*) **SEE FILES 5, 71**



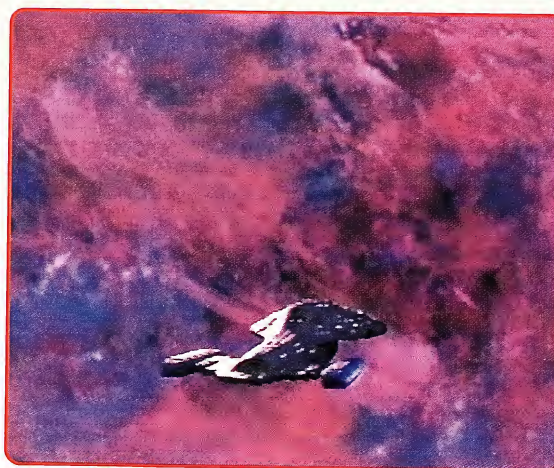
▶ The **Romulan Telek R'Mor** was the first contact that the crew of the **U.S.S. VOYAGER** had with the **Alpha Quadrant**, after they were stranded 70000 light years from home by the **Caretaker**.

## R'uustai

This complex **Klingon** bonding ceremony unites two individuals as members of the same family. An orphaned human boy named **Jeremy Aster** became **Worf's** brother in a R'uustai ritual in 2366. (*Starship Log: 'The Bonding' [TNG]*) **SEE FILES 11, 43, 69**

## Raal

An area of **Vulcan** located, according to the poem **'Falor's Journey'**, across the **Voroth Sea**. Raal's 'clouded shores' give way to 'windswept hills' and **Fire Plains** occupied by the monks of **Kir**. (*Starship Log: 'Innocence' [VOY]*) **SEE FILES 8, 71**



▶ The crew of the **U.S.S. VOYAGER NCC-74656** used the vessel's **Reaction Control System** in an attempt to maneuver within a massive spaceborne life form. The procedure was slow, but successful.

## Rabal, Dr.

This **Hekaran** physicist supported his sister, **Serova**, and her theory about warp drives rupturing spacetime. Serova's death in 2370 forced the **Federation Science Council** to seriously study the scientist's work and take action. (*Starship Log: 'Force of Nature' [TNG]*) **SEE FILES 5, 69**

## Rabot

This **Cardassian** transport vessel ferried **Gul Dukat** to **Deep Space Nine** and beamed him directly to Ops. Dukat was joining **Kira Nerys** on a mission to find the **Ravinok**, a missing Cardassian ship. (*Starship Log: 'Indiscretion' [DS9]*) **SEE FILE 70**

## Rachelis system

A new strain of **plasma plague** appeared in this heavily-populated system in 2365. The **U.S.S. Enterprise NCC-1701-D** transported plasma plague specimens to scientists in the **Rachelis system** who were working on a medical response. (*Starship Log: 'The Child' [TNG]*) **SEE FILES 3, 69**

## racht

A **Klingon** dish. The Klingon kiosk on **Deep Space Nine** serves live racht, which resembles long, thick, brown worms. **Dr. Bashir's** friend, **Melora Pazlar**, returned her order, complaining that the racht was half-dead. (*Starship Log: 'Melora' [DS9]*) **SEE FILES 11, 70**

## radans

This attractive but ordinary **Troyian** mineral is thought to bring good fortune. **Elaan's** radans jewelry produced odd sensor readings in 2268, leading **Spock** to discover that the stones were in fact unpolished **dilithium crystals**. (*Starship Log: 'Elaan of Troyius' [TOS]*) **SEE FILES 18, 68**

## radiogenic

A term describing an object pertaining to, or produced by, radioactivity. **Tom Paris's** radiogenic sweepstakes enticed the **U.S.S. Voyager** crew members to wager their **replicator** rations on the daily measurement of radiogenic particles outside the ship in 2372. In 2374, **Captain Tim Watters** of the **U.S.S. Valiant NCC-74210** equipped a torpedo with a radiogenic warhead, thinking **delta radiation** would destabilize antimatter supports on a **Dominion Battleship**. The **Malon** were responsible for dumping radiogenic waste in the **Delta Quadrant**. (*Starship Log: 'Valiant' [DS9]; 'Meld' [VOY]*) **SEE FILES 18, 40, 70, 71**

RCS drift-mode  
RF power conduit  
RVN  
R'cho, M'Kota  
R'Mor, Telek  
R'uustai  
Raal  
Rabal, Dr.  
Rabot  
Rachelis system  
racht  
radans  
radiogenic  
radioisotope  
radiometric converters  
radiosepsics  
radiothermic interference  
radodine  
Radue  
Rael  
Rafalian mouse  
Rager, Ensign  
Rahm-Izad system  
Rahmin  
Raifi  
Raimus  
Rain, Dr. Jennings  
rain slippers  
Rak-Minunis  
Rakal



▶ **Dr. Rabal** and his late sister, **Serova**, did their best to make the **United Federation of Planets** aware of the damage caused to the fabric of space by starships traveling at high warp speeds.



▶ **Elaan**, the **Dohlman** of the planet **Elas**, was given a necklace of **radans** as a wedding present from the leader of the planet **Troyius**.





## radioisotope

A radioactive element. The **U.S.S. Voyager's** EMH created special radioisotopes that, when injected into **Tuvix**, identified the unique DNA of both **Neelix** and **Tuvok**. Surgical targeting scanners were then able to separate the two individuals. In 2371, **Delta-series** radioisotopes detected in **Miles O'Brien's** body indicated the presence of a **quantum singularity**. (*Starship Log: 'Visionary' [DS9]; 'Tuvix' [VOY]*) **SEE FILES 43, 70, 71**

## radiometric converters

This component in **Starfleet's** warp drive power system turns deadly **theta radiation** into useable energy. A series of radiometric converters are required for the transformation. (*Starship Log: 'Night' [VOY]*) **SEE FILES 64, 71**

## radioseptics

An **Enaran** hand soap replacement, which involves rolling two chrome-colored radioseptic balls back and forth between the palms. This procedure cleans and disinfects the hands. **Neelix** provided a dish of the reusable metal balls for Enaran reception attendees. (*Starship Log: 'Remember' [VOY]*) **SEE FILE 71**

## radiothermic interference

An intense form of radiation and heat which is impenetrable by standard **Starfleet** sensors. A **Kazon-Ogla** moon was a strange source of radiothermic interference until underground weapons, phaser banks, and warrior training facilities were discovered. (*Starship Log: 'Initiations' [VOY]*) **SEE FILES 18, 71**



▶ The crew of the **U.S.S. VOYAGER** discovered intense radiothermic interference, while searching for Commander Chakotay on a **Kazon-Ogla** moon.

## radodine

This element, which had a nucleotide marking sequence, cured **Odo** and the **Founders** of a genocidal disease in 2375. The complete sequence was radodine, **lidestolinine**, **asporanine**, and **adenine**. (*Starship Log: 'Extreme Measures' [DS9]*) **SEE FILE 70**

## Radue

Male leader of the legendary planet **Aldea** in 2364. Radue authorized stealing **U.S.S. Enterprise NCC-1701-D** children, and was impatient with **Captain Picard's** refusal to accept **Aldean** technology in return. (*Starship Log: 'When the Bough Breaks' [TNG]*) **SEE FILE 69**

## Rael

Hyper-accelerated **Scalosian** man. Rael connected a cryogenic unit to **U.S.S. Enterprise NCC-1701** life support systems in 2268, while jealously watching fellow Scalosian, **Deela**, become friendly with **Captain Kirk**. (*Starship Log: 'Wink of An Eye' [TOS]*) **SEE FILE 68**

▶ Rael and Deela attempted to freeze the crew of the **U.S.S. ENTERPRISE NCC-1701** in order to use the males to repopulate their own civilization. On **Scalos**, all males were sterile, due to the effects of radiation contamination.



## Rafalian mouse

A small rodent. **Quark** wanted to file a noise complaint against **Odo**, whose quarters are above his, for keeping him awake at night by running back and forth in the form of a Rafalian mouse. (*Starship Log: 'Crossfire' [DS9]*) **SEE FILE 70**

## Rager, Ensign

In 2367, Rager was assigned to conn duty on the **U.S.S. Enterprise NCC-1701-D**. Rager was deeply affected by lack of REM sleep when the *Enterprise* was gripped by a **Tyken's Rift**. (*Starship Log: 'Galaxy's Child' [TNG]*) **SEE FILE 69**

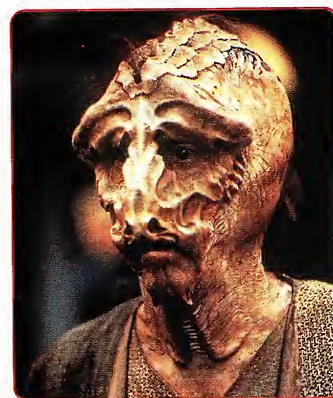
## Rahm-Izad system

This **Alpha Quadrant** star system was visited by **Gul Ocett** in 2369 after **Captain Picard** led her to believe a four-billion-year-old message would be found there. It was not. (*Starship Log: 'The Chase' [TNG]*) **SEE FILE 69**

## Rahmin

The captain of a **Caatati Vessel** in 2374. Rahmin, one of the few of his race to survive assimilation by the **Borg**, was the first Caatati to contact the **U.S.S. Voyager NCC-74656**, requesting food and **thorium isotopes**. (*Starship Log: 'Day of Honor' [VOY]*) **SEE FILE 71**

▶ Rahmin was the captain of a **CAATATI VESSEL** that made contact with **VOYAGER** in 2374. Only a few thousand Cataati escaped assimilation by the Borg.



## Raifi

In 2373 **Jadzia Dax** recalled that **Tobin's** child, Raifi, put the former Dax host through periods of concern and worry. (*Starship Log: '... Nor the Battle to the Strong' [DS9]*) **SEE FILE 70**

## Raimus

A mid-level **Orion Syndicate** boss in 2374. One of Raimus's lieutenants was **Bilby**, who resided on **Farius**. Raimus's reputation was such that a **Vorta** hired him to sabotage the **Federation-Klingon** alliance. (*Starship Log: 'Honor Among Thieves' [DS9]*) **SEE FILE 70**

## Rain, Dr. Jennings

Author of **'Finding and Winning Your Perfect Mate'**. During his time as a solid, **Odo** read the first three chapters of the book: **Kira Nerys** encouraged him to finish it. (*Starship Log: 'In Purgatory's Shadow' [DS9]*) **SEE FILE 70**

## rain slippers

**Ferengi** foot wear designed for inclement weather. A recent rain slipper purchase on **Balancar** was enough to tell **Quark** that a reported drought on the planet was a ploy to raise prices of the much sought after **syrup of squill**. (*Starship Log: 'The Magnificent Ferengi' [DS9]*) **SEE FILE 70**

## Rak-Minunis

This **Kobheerian** freighter dropped the **Cardassian Aamin Marritza** off at **Deep Space Nine**, claiming he needed medical treatment. In 2371, the **U.S.S. Defiant NX-74205** was disguised as the **Rak-Minunis** in order to get past the Cardassians. (*Starship Log: 'Duet' [DS9]*) **SEE FILE 70**

## Rakal

A **Cardassian** planet with several moons. In 2372, Rakal's fourth moon hosted a subterranean military facility. **Gul Dukat** predicted a **Klingon Bird-of-Prey** would not penetrate the moon's defenses. (*Starship Log: 'Return to Grace' [DS9]*) **SEE FILE 70**



# R continued

## Rakal, Major

This **Romulan Tal Shiar** officer was secretly killed in 2369, so that **Deanna Troi** could take her place and help Romulan defectors get to the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log*: 'Face of the Enemy' [TNG]) **SEE FILES 12, 43, 69**

## Rakal, Seltin

The leader of **Meridian's** 30 residents, who shift between corporeal and non-corporeal life. Rakal invited **Benjamin Sisko** to her people's **First Meal** after their planet materialized in the **Gamma Quadrant**. (*Starship Log*: 'Meridian' [DS9]) **SEE FILES 18, 70**

## Rakan folk songs

In 2371, several **Maquis** on the **U.S.S. Voyager NCC-74656** claimed homesickness and induced morale officer **Neelix** to join them in choruses of these nostalgic tunes so that **Seska** could steal food from the galley. (*Starship Log*: 'State of Flux' [VOY]) **SEE FILE 71**

## Rakantha Province

This region of territory on **Bajor** is known for its fertile land. The Rakantha Project of 2371 was a post-occupation effort that used **soil reclaimators** to remove toxins deposited by the withdrawing **Cardassians**. In 2374, two-thirds of the province's rich wheat harvest was claimed by flooding. (*Starship Log*: 'Shakaar' [DS9]) **SEE FILES 10, 70**

## Rakella Prime

The homeworld of the **Vok'sha**. **Chakotay** was familiar with the mythic literature from this world. (*Starship Log*: 'Heroes and Demons' [VOY]) **SEE FILE 71**

## Rakhar

The leaders of this **Class-M** world, situated in the **Gamma Quadrant**, were unreceptive to **Alpha Quadrant** overtures. They were not xenophobic, however, as they had engaged in commerce with other worlds in the quadrant. Rakhar families were organized around a male, two females, and children. Political non-conformists were punished via the execution of their families. (*Starship Log*: 'Vortex' [DS9]) **SEE FILE 70**

**Croden** became a fugitive from the planet Rakhar when he spoke out against the world's government. Most of his family was killed as a result of his actions, but he was able to save his daughter.



## Rakonian swamp rat

This vile rodent is indigenous to the Rakonian wetlands. In 2372, **Kira Nerys** described **Quark** as a Rakonian swamp rat. It was not meant as a compliment. (*Starship Log*: 'Hippocratic Oath' [DS9]) **SEE FILE 70**



**In 2369, the Romulans surgically altered Deanna Troi to resemble Tal Shiar operative Major Rakal. The Betazoid counselor helped a number of Romulan dissidents defect to the United Federation of Planets.**

## Rakosa V

A **Class-M** planet situated in the **Delta Quadrant**. Rakosa V was inhabited by a technologically-advanced civilization, led by a First Minister named **Kellan**. In 2372, **Captain Janeway** contacted Kellan to warn him about an **Alpha Quadrant** missile, nicknamed **Dreadnought**, that was poised to strike his world. **Dreadnought's** defenses obliterated three **Rakosan fighters** before **B'Elanna Torres** disabled the device. (*Starship Log*: 'Dreadnought' [VOY]) **SEE FILES 3, 71**

## raktajino

A **Klingon** beverage, equally popular with humans. Raktajino shares a number of attributes with coffee, including caffeine, and can be served with sweeteners, iced, or with whipped cream – as **Tom Paris** preferred. (*Starship Log*: 'The Passenger', [DS9]; 'Meld' [VOY]) **SEE FILES 11, 70, 71**

## Ral, Devinoni

This freelance negotiator had the secret advantage of being one-quarter **Betazoid**. In 2366, Ral attended the **Barzan wormhole** auction on the **U.S.S. Enterprise NCC-1701-D** where he also briefly romanced **Deanna Troi**. (*Starship Log*: 'The Price' [TNG]) **SEE FILES 18, 58, 69**

## Ralidia

A brunette **Dabo** girl employed at **Quark's bar** on **Deep Space Nine** in 2372. She was seen sitting with **Morn**, in a manner that suggested more than a professional interest. (*Starship Log*: 'Rules of Engagement' [DS9]) **SEE FILE 70**

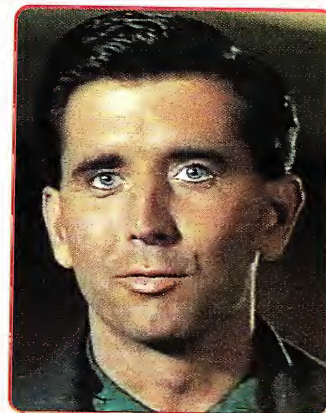
## Ralkana

This spirited **Delta Quadrant** woman struggled against **Mokra Order** subjugation. Ralkana died attempting to rescue her resistance-fighter mother. This unhinged Ralkana's father, **Caylem**, who later mistook **Captain Janeway** for his daughter. (*Starship Log*: 'Resistance' [VOY]) **SEE FILES 18, 71**

## Ram Izad

A **Delta Quadrant** civilization that was wiped out in an instant by **Krenim** scientist **Annorax** and his **Krenim Temporal Weapon Ship**. When the original timeline was restored, the Ram Izad would have reappeared. (*Starship Log*: 'Year of Hell,' Part II [VOY]) **SEE FILE 18, 40, 71**

Rakal, Major  
Rakal, Seltin  
Rakan folk songs  
Rakantha Province  
Rakella Prime  
Rakhar  
Rakonian swamp rat  
Rakosa V  
raktajino  
Ral, Devinoni  
Ralidia  
Ralkana  
Ram Izad  
Ram, Dr. Weld  
Raman NCC-59983, U.S.S.  
Ramart, Captain  
Ramatis III  
Ramirez  
Ramirez, Captain [1]  
Ramirez, Captain [2]  
ramscoop  
Ramsey [1]  
Ramsey [2]  
Ramsey, Dr.  
ramufta  
Ramura  
Ranar, Admiral  
Rand, Janice  
Ranjen  
Ranor, Gul



**Freelance negotiator Devinoni Ral kept secret his empathic skills, giving him a distinct and unfair advantage at the negotiating table.**



**The crew of the U.S.S. VOYAGER NCC-74656 were able to successfully disable the DREADNOUGHT missile before it impacted on the Delta Quadrant world of Rakosa V.**





## Ram, Dr. Weld

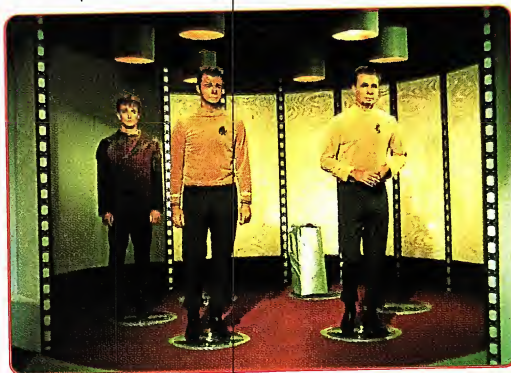
A **Bajoran** scientist and associate of **Dr. Mora Pol**. In 2370, Weld discovered a silicate life form on the planet **L-S-VI** in the **Gamma Quadrant**. Unstable gas on L-S-VI left Weld unconscious for several days. (*Starship Log*: 'The Alternate' [DS9]) **SEE FILE 70**

## Raman NCC-59983, U.S.S.

An **Oberth**-class science vessel. The *Raman*'s seven-person crew died near **Marijne VII** in 2370, after encountering subspace life forms. A remote-controlled **interface probe** reconnoitered the *Raman* because of its inhabitable location. (*Starship Log*: 'Interface' [TNG]) **SEE FILE 31, 69**

## Ramart, Captain

Ramart commanded the **U.S.S. Antares**, a **Starfleet** vessel with a crew compliment of 20 men. In 2266, Ramart rescued **Charlie Evans**, and transferred him to the **U.S.S. Enterprise NCC-1701**. He later died trying to alert **Captain Kirk** of Charlie's mental powers. (*Starship Log*: 'Charlie X' [TOS]) **SEE FILE 68**



▶ **Captain Ramart**, who commanded the **U.S.S. ANTARES**, released young **Charlie Evans** into the care of **Captain Kirk** during a brief visit to the **U.S.S. ENTERPRISE NCC-1701** in 2266. The *ANTARES* was later destroyed by **Evans**, with all hands on board.



## Ramatis III

Third planet in the **Ramatis star system**. Its ruling family shared a genetically-based lack of hearing, and employed a three-person **chorus** for communication. **Federation** mediator **Riva** was a member of this family. (*Starship Log*: 'Loud as a Whisper' [TNG]) **SEE FILE 69**

▶ Each member of **Riva's chorus** represented a different aspect of his personality. They were all telepathically linked to the deaf mediator, in order to aid him in his diplomatic duties.

## Ramirez

Crew member serving on the **U.S.S. Defiant NX-74205** in 2372. Ramirez fought alongside **Jem'Hadar** soldiers on **Vandros IV**, taking on a rebel Jem'Hadar faction controlling an **Iconian** gateway. Ramirez died during the first skirmish. (*Starship Log*: 'To the Death' [DS9]) **SEE FILE 70**

## Ramirez, Captain [1]

Ramirez was a championship **tongo** player three times over, and challenged an overconfident **Jadzia Dax**, innocent of his past performance, to a no-limit tongo match. Afterwards, **Jadzia** owed him two bars of **latinum**. (*Starship Log*: 'The Darkness and The Light' [DS9]) **SEE FILE 70**

## Ramirez, Captain [2]

Captain of the **U.S.S. Valiant NCC-74210**. In 2374, Ramirez and **Red Squadron** cadets were seeking information on a **Dominion Battleship** when they engaged the **Cardassians**. Fatally wounded, Ramirez passed command of the starship to **Tim Watters**. (*Starship Log*: 'Valiant' [DS9]) **SEE FILE 70**

## ramscoop

See: **Bussard collector**

## Ramsey [1]

In 2357, Ramsey was forced into an escape pod when his ship was destroyed. He landed on the female-dominated world, **Angel One**, and made a new life with a native inhabitant, **Ariel**. (*Starship Log*: 'Angel One' [TNG]) **SEE FILE 69**

## Ramsey [2]

Crew member aboard the **U.S.S. Defiant NX-74205** in 2372. Ramsey and **Barlett** died fighting the **U.S.S. Lakota NCC-42768** when **Admiral Leyton** ordered the *Defiant* stopped at all costs. Seven other *Defiant* crew members were also injured. (*Starship Log*: 'Paradise Lost' [DS9]) **SEE FILE 70**

## Ramsey, Dr.

Archeologist at an excavation on **Denius III** in 2365. Ramsey allowed **Captain Donald Varley** to remove an artifact from the site; Varley used it to find the long-lost world of **Iconia**. (*Starship Log*: 'Contagion' [TNG]) **SEE FILE 69**

## ramufta

A main dish that **Tora Ziyal** prepared for her father, **Gul Dukat**, and **Kira Nerys** on the **Dominion** occupied **Deep Space Nine** in 2374. (*Starship Log*: 'Sons and Daughters' [DS9]) **SEE FILE 70**

## Ramura

A secret **Delta Quadrant** world. Citizens cannot leave **Ramura**, or allow off-worlders to know of the existence of their race. **Ramurans** produces a pheromone that blocks the long-term memory of other species. (*Starship Log*: 'Unforgettable' [VOY]) **SEE FILE 71**

## Ranar, Admiral

In 2370, Ranar lost her position as chief of **Starfleet** security after **Commander Riker** revealed the illegal cloaking technology tested on the **U.S.S. Pegasus NCC-53847**, and Ranar's orders to keep it secret. (*Starship Log*: 'The Pegasus' [TNG]) **SEE FILE 31, 69**

## Rand, Janice

**Starfleet** officer whose career began as **Captain Kirk's** yeoman in 2266. She also served as a **transporter** chief, and was gamma shift team leader on the **U.S.S. Excelsior NCC-2000** in 2393. (*Starship Log*: 'The Corbomite Maneuver' [TOS] *Star Trek: The Motion Picture*; 'Flashback' [VOY]) **SEE FILE 43, 68, 71, 72, 74, 75, 77**



▶ **Janice Rand** served as **Captain Kirk's** yeoman on the **U.S.S. ENTERPRISE**. Her duties in this position were mainly administrative, although she often took part in landing party missions.

## Ranjen

Title of respect used when addressing a **Bajoran** monk. Some holy men, such as the humble **Koral**, thought the title was a little too formal. (*Starship Log*: 'The Reckoning' [DS9]) **SEE FILE 70**

## Ranor, Gul

**Cardassian** captain of the warship **Kraxon** in 2371. Ranor pursued the **U.S.S. Defiant NX-74205** when it was stolen by **Maquis** terrorist **Thomas Riker**. Ranor accepted Riker's surrender in exchange for information about the **Orias system**. (*Starship Log*: 'Defiant' [DS9]) **SEE FILE 70**